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Volume 37

Written by
Steven Thomason
Design/Layout
Casey Loe
Cover and Poster Design
Tim Davis

CEO
Matthew Taylor
President
Len Ciciretto
VP of Editorial and Associate Publisher
Howard Grossman
Managing Editor
Patrick Cunningham
Production Director
Peter Discoe
VP of Sales
Skip McFerran
Controller
Janice Raab
Webmaster
Renee Malcolm
Assistant Controller
Patricia Leigh
Sales Assistant
Kay Smith
Accounting Assistant
Tonya Roope
Administrative Assistant
Jacque Davidson
Administrative Assistant
Terry Adams
Corporate Advisor
Patrick J. Ferrell
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E-mail: Sonic@versusbooks.com
Web: www.versusbooks.com
Snail mail: Sonic c/o Versus Books
PMB #404
2532 Santa Clara Ave.
Alameda, Ca. 94501-4634

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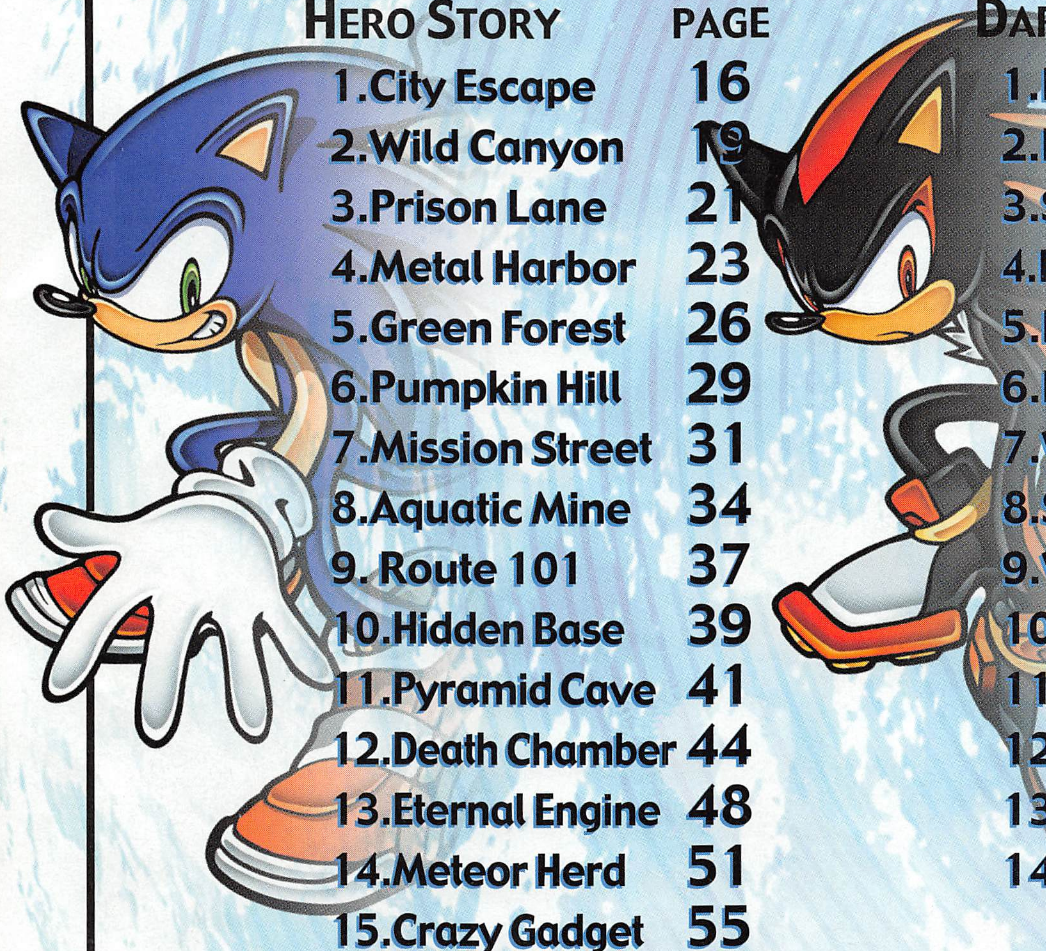
TABLE OF CONTENTS

GAME BASICS

Modes of Play....................03
Characters and Items 04
Common Objects 11
Enemies List 12
How to Use This Guide 15

WALKTHROUGH



HERO STORY

PAGE
1.City Escape 16
2.Wild Canyon 19
3.Prison Lane 21
4.Metal Harbor 23
5.Green Forest 26
6.Pumpkin Hill 29
7.Mission Street 31
8.Aquatic Mine 34
9. Route 101 37
10.Hidden Base 39
11.Pyramid Cave 41
12.Death Chamber 44
13.Eternal Engine 48
14.Meteor Herd 51
15.Crazy Gadget 55
16.Final Rush 59

DARK STORY

PAGE
1.Iron Gate 62
2.Dry Lagoon 65
3.Sand Ocean 67
4.Radical Highway 69
5.Egg Quarters 73
6.Lost Colony 75
7.Weapons Bed 78
8.Security Hall 81
9.White Jungle 84
10.Route 280 87
11.Sky Rail 88
12.Mad Space 91
13.Cosmic Wall 94
14.Final Chase 97

LAST STORY

Cannon's Core 101

SECRETS

Emblems, Costumes, & More....106
Secrets of Chao Raising 108

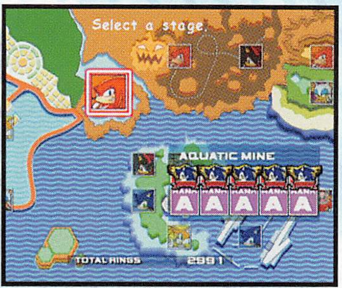
MODES OF PLAY

STORY MODE

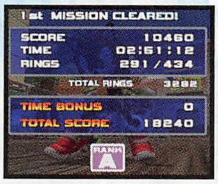
Upon starting a new game, Story mode is the only single-player mode available. This is where the main adventure takes place, and you can start with either the Hero story or the Dark story. The Hero story has you playing as Sonic, Tails, and Knuckles, and cutscenes between stages tell the story from their point of view. The Dark story introduces newcomers Shadow and Rouge, who join forces with the nefarious Dr. Eggman. The cutscenes here focus on Eggman's latest plot to take over the world. To see the tale in its entirety, you must play through both stories.

STORY SELECT
HERO
DARK
Select a story.

STAGE SELECT


Select a stage.
AQUATIC MINE
TOTAL RINGS
2891

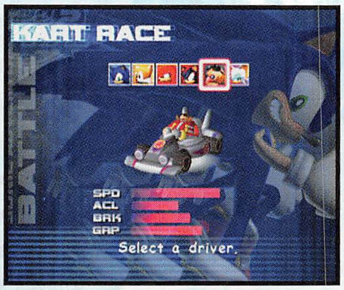
After you've completed a stage in Story mode, it becomes available in the Stage Select. Choose this option from the one-player menu, and you'll be taken to a game map with character icons that represent each stage. When you highlight an icon, a window with five slots appears for that stage. Each slot represents a separate mission. The first mission in every stage makes up the Story mode, and simply requires you to clear the stage. The second mission requires you to collect 100 rings, the third requires you to find a lost Chao, the fourth requires you to clear the stage within a given time limit, and the fifth requires you to clear a more difficult version of the stage. Note that successful completion of each mission rewards you with an emblem, and allows access to the next mission. You can revisit opened missions as often as you like to try to earn a better rank.


1st MISSION CLEARED!
SCORE 10460
TIME 02:51:12
RINGS 291 / 434
TOTAL RINGS 3282
TIME BONUS 0
TOTAL SCORE 18240
RANK
A

At the end of every mission, you're given a rank of A, B, C, D, or E. For the second and third missions of every stage, your rank is based solely on time. For the first, fourth, and fifth missions, however, your rank is based on your point total. You can earn points by defeating enemies, collecting rings, receiving time bonuses for completing the mission quickly, receiving technique bonuses, and various other factors.

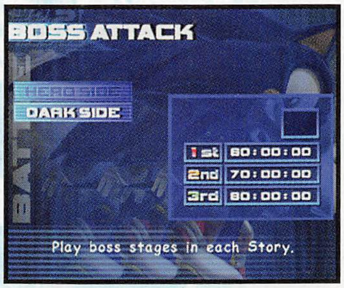
KART RACE

The single-player Kart Race mini-game becomes available once you complete either Tails' Route 101 in the Hero story or Rouge's Route 280 in the Dark story.


KART RACE
BATTLE
SPD
ACL
BRK
GRP
Select a driver.

BOSS ATTACK

Completing the Hero or Dark story opens a corresponding Boss Attack mode. Here, the goal is to defeat every boss from that story, in order, without dying.


BOSS ATTACK
HERO SIDE
DARK SIDE
BATTLE
1st 60:00:00
2nd 70:00:00
3rd 80:00:00
Play boss stages in each Story.

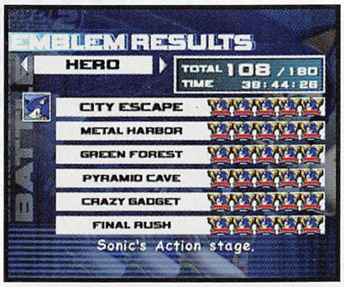
TWO-PLAYER BATTLE

SA 2 Battle features a variety of two-player battle modes. These mimic the play styles from the single-player game, and use slightly modified versions of the same stages. You can also challenge a friend to a Kart Race, Chao race, or Chao karate match.

2P BATTLE
Random Battle!

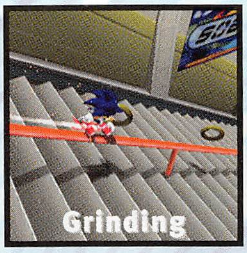
COLLECTING EMBLEMS

Emblems are awarded for accomplishing various tasks in the game, ranging from completing a mission to winning a Chao race. Collecting these emblems is the key to opening the game's various secrets. See page 108 for a list of all 180 emblems.

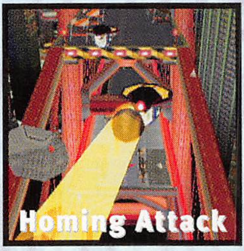

EMBLEM RESULTS
HERO
TOTAL 108 / 180
TIME 38:44:26
CITY ESCAPE
METAL HARBOR
GREEN FOREST
PYRAMID CAVE
CRAZY GADGET
FINAL RUSH
BATTLE
Sonic's Action stage.

Sonic & Shadow

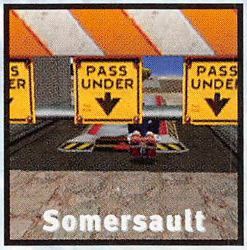
The stages for Sonic and his new nemesis, Shadow, involve all-out action requiring speed, quick reflexes, and mastery of the following moves if you hope to reach the goal.



Grinding



Homing Attack



Somersault

Grinding

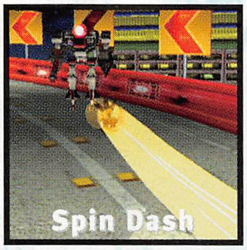
The newest addition to Sonic's and Shadow's repertoire, the grind can be achieved simply by jumping on a rail. Push the Control Stick left and right to balance yourself while grinding, and hold down the B Button to crouch and accelerate. To jump off, press the A Button. Note that you can also jump from rail to rail.

Homing Attack

Press the A Button to jump, and while in mid-air, press the A Button again to slam into a nearby enemy. You can aim the strike to an extent via the Control Stick. This is Sonic and Shadow's most effective means of attack. Multiple homing attacks can be linked to dispose of numerous enemies or to reach difficult areas.

Somersault

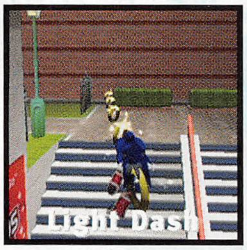
To perform a somersault, tap the B Button while either standing or running. This versatile move can be used to break crates, squeeze through very low gaps, and even destroy enemies.



Spin Dash

Spin Dash

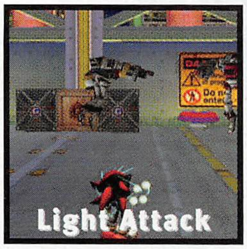
First introduced in *Sonic The Hedgehog 2*, the spin dash allows Sonic and Shadow to build momentum and roll at incredible velocities. To charge it, hold down the B Button while standing still, then release the button to take off in a blur of speed. Use this move with caution though, as it can make controlling your character more difficult.



Light Dash

Light Dash (Light Shoes/ Air Shoes Required)

After obtaining the requisite shoes, Sonic and Shadow can run across any path of rings, even if it's floating in mid-air. To do so, approach one of the rings and press the B Button.

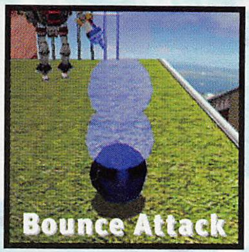


Light Attack

Light Attack (Ancient Light Required)

Keep holding down the B Button as if you were charging a spin dash, and eventually Sonic or Shadow will stand back up and start glowing. Release the B Button to destroy every enemy within range.

MOVES & ITEMS (CONTINUED)

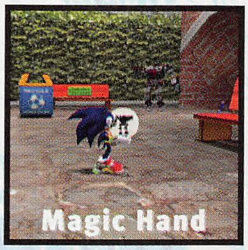

Bounce Attack

Bounce Attack (Sonic Only, Bounce Bracelet Required)

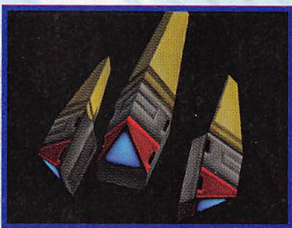
Press the B Button while in mid-jump, and Sonic will quickly bounce off the ground. Press the B Button again to bounce higher. This useful move can be used to destroy enemies and reach high areas.

Magic Hand (Sonic Only, Magic Gloves Required)

When near an enemy, press the Y Button until "Magic Hand" appears in the upper right-hand corner of the screen. Then press the B Button to capture the enemy in a ball. Press the B Button again to throw the enemy.

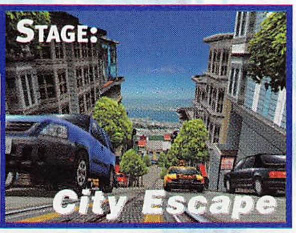


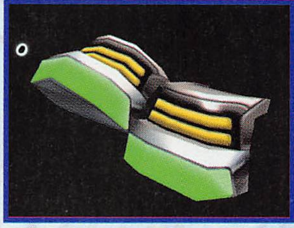
SONIC'S LEVEL-UP ITEMS



Magic Gloves

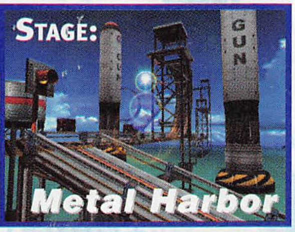
LEVEL-UP ABILITY:	REQUIREMENTS:
Enables Magic Hand	Bounce Bracelet Flame Ring

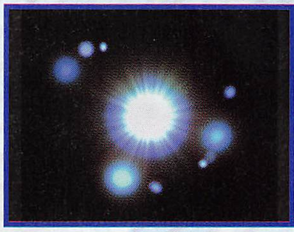

STAGE:
City Escape



Light Shoes

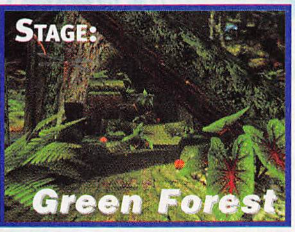
LEVEL-UP ABILITY:	REQUIREMENTS:
Enables light dash	None

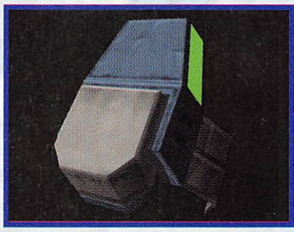

STAGE:
Metal Harbor



Ancient Light

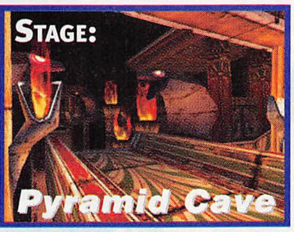
LEVEL-UP ABILITY:	REQUIREMENTS:
Enables light attack	None

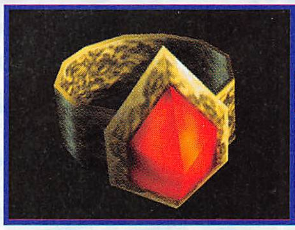

STAGE:
Green Forest



Bounce Bracelet

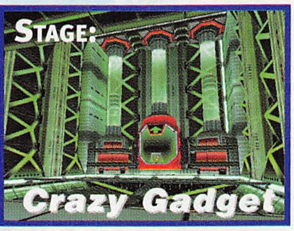
LEVEL-UP ABILITY:	REQUIREMENTS:
Enables bounce attack	None

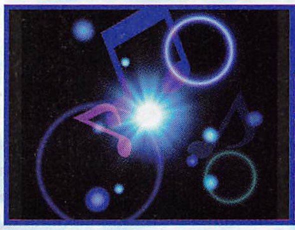

STAGE:
Pyramid Cave



Flame Ring

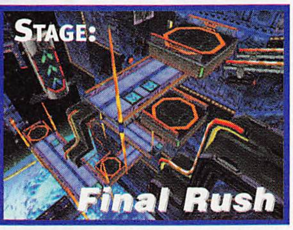
LEVEL-UP ABILITY:	REQUIREMENTS:
Increases somersault attack power, breaks iron containers	None


STAGE:
Crazy Gadget

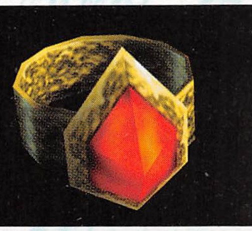


Mystic Melody

LEVEL-UP ABILITY:	REQUIREMENTS:
Plays mysterious melodies to activate ancient shrines	None

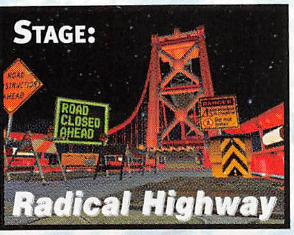

STAGE:
Final Rush

SHADOW'S LEVEL-UP ITEMS

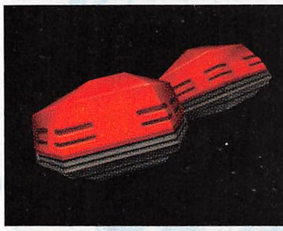


Flame Ring

LEVEL-UP ABILITY:	REQUIREMENTS:
Increases somersault attack power, breaks iron containers	Air Shoes



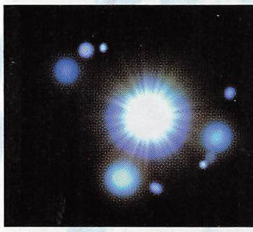
STAGE: Radical Highway



Air Shoes

LEVEL-UP ABILITY:	REQUIREMENTS:
Enables light dash	None

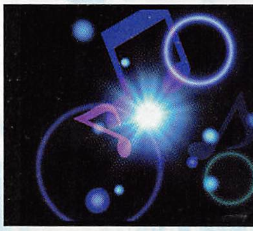
STAGE: White Jungle



Ancient Light

LEVEL-UP ABILITY:	REQUIREMENTS:
Enables light attack	None

STAGE: Sky Rail



Mystic Melody

LEVEL-UP ABILITY:	REQUIREMENTS:
Plays mysterious melodies to activate ancient shrines	None

STAGE: Final Chase

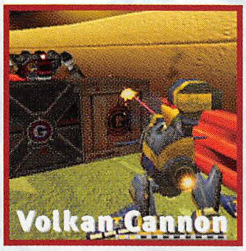
MOVES & ITEMS

Tails & Dr. Eggman

Tails and Dr. Eggman (aka Robotnik) both plod around in armored walkers, but instead of relying on speed, they utilize the impressive firepower at their disposal.

Volkan Cannon

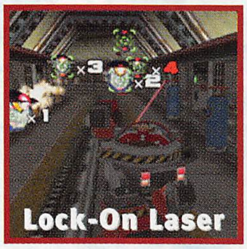
Press the B Button to fire a shot from the Volkan Cannon. This is used to destroy wooden crates and other items. It can also be used to attack enemies, but the lock-on laser is typically more useful in that regard.



Volkan Cannon

Lock-On Laser

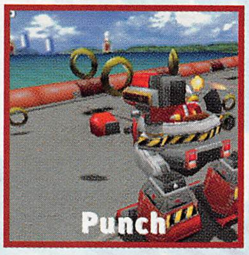
Hold down the B Button to activate the laser, then use the Control Stick to lock onto multiple enemies or items. Once locked-on, release the button to unleash a barrage of missiles that will seek out their targets. This is by far Tails' and Eggman's most useful attack.



Lock-On Laser

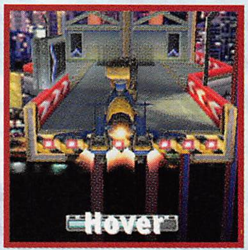
MOVES & ITEMS (CONTINUED)

Propeller Punch/Punch

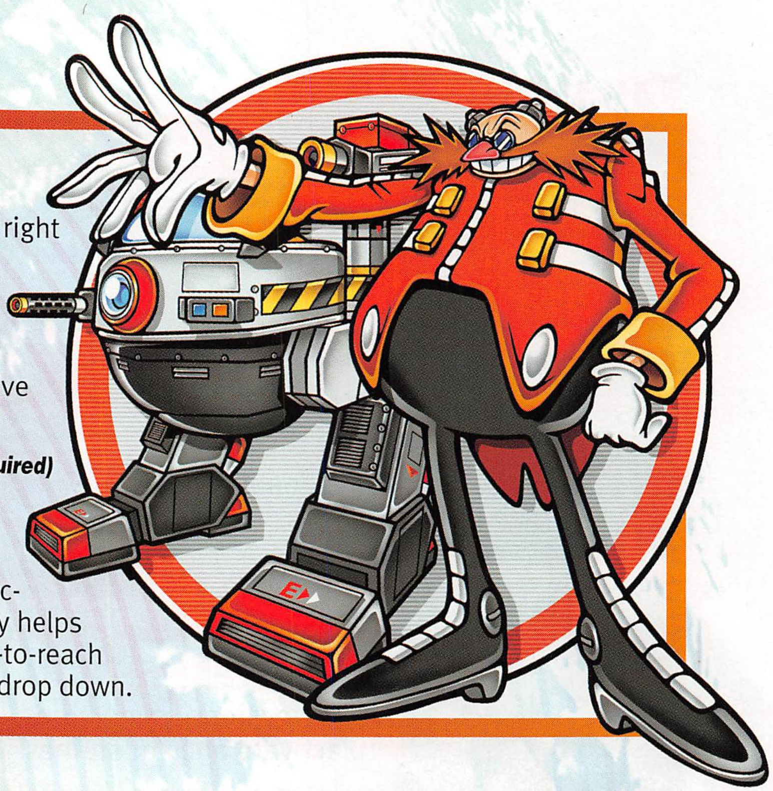


This attack is effective only at close range. When an enemy is right in front of you, press the B Button to hit it with Tails' propeller or Dr. Eggman's boxing glove. Of minimal use in Story mode, this attack is most effective in the two-player battle.

Hover (Booster/Jet Engine Required)

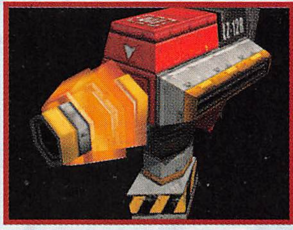


During a jump, hold down the A Button to activate a slowly descending hover. Use the Control Stick to change your direction. This incredibly useful ability helps Tails and Dr. Eggman get to hard-to-reach places. Release the A Button to drop down.

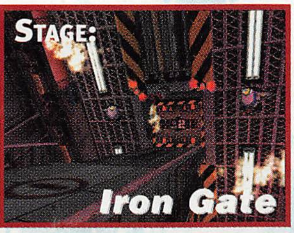


DR. EGGMAN'S LEVEL-UP ITEMS

Laser Blaster

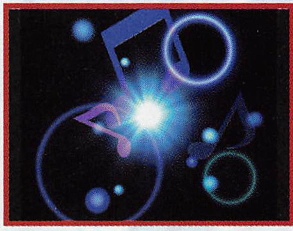


LEVEL-UP ABILITY:	REQUIREMENTS:
Increases lock-on missile attack power	Large Cannon

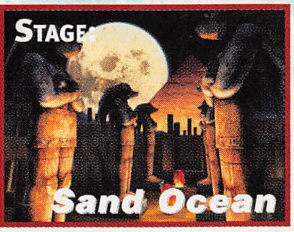


STAGE: Iron Gate

Mystic Melody

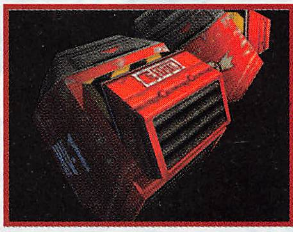


LEVEL-UP ABILITY:	REQUIREMENTS:
Plays mysterious melodies to activate ancient shrines	Jet Engine

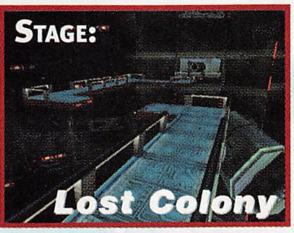


STAGE: Sand Ocean

Jet Engine

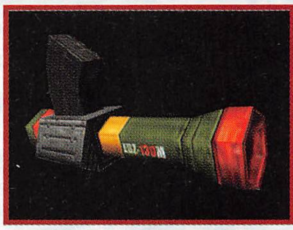


LEVEL-UP ABILITY:	REQUIREMENTS:
Enables hovering	None

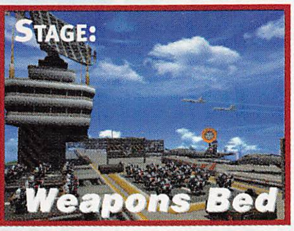


STAGE: Lost Colony

Large Cannon

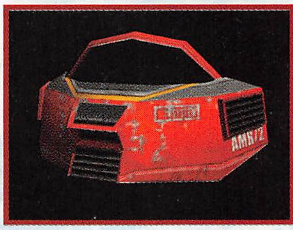


LEVEL-UP ABILITY:	REQUIREMENTS:
Increases Volkan Cannon attack power, breaks iron containers	None

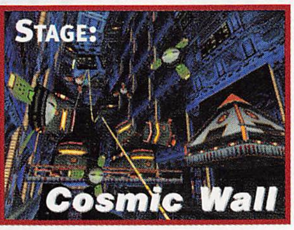


STAGE: Weapons Bed

Protection Armor



LEVEL-UP ABILITY:	REQUIREMENTS:
Increases health gauge	None



STAGE: Cosmic Wall

TAILS' LEVEL-UP ITEMS

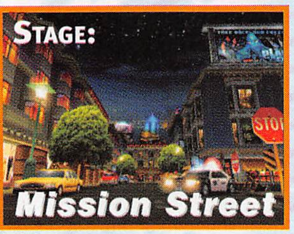
Laser Blaster

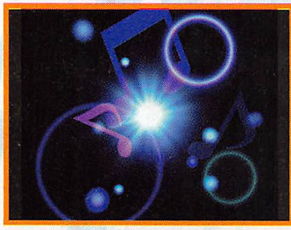
LEVEL-UP ABILITY:	REQUIREMENTS:
Increases lock-on missile attack power	Bazooka

STAGE:
Prison Lane

Booster

LEVEL-UP ABILITY:	REQUIREMENTS:
Enables hovering	None





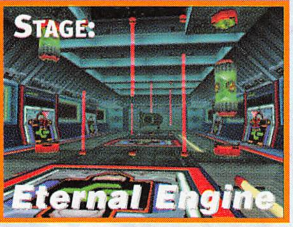
Mystic Melody

LEVEL-UP ABILITY:	REQUIREMENTS:
Plays mysterious melodies to activate ancient shrines	Bazooka

STAGE:
Hidden Base

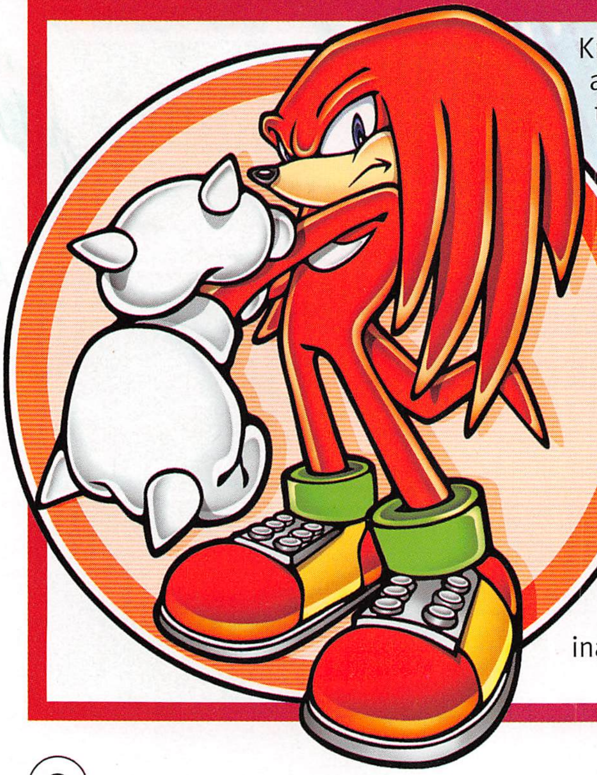
Bazooka

LEVEL-UP ABILITY:	REQUIREMENTS:
Increases Volkan Cannon attack power, breaks iron containers	None



MOVES & ITEMS

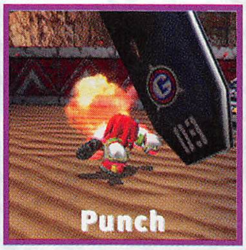
Knuckles & Rouge



Knuckles and Rouge are the treasure hunters of the game, and are better suited for exploration than battle. Mastery of the following skills is vital for finding the pieces of the Master Emerald.

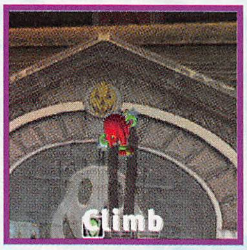
Punch/Kick

Press the B Button to throw your basic punch with Knuckles, or kick with Rouge. Use this to break open wooden crates or destroy enemies. Press the button a second or third time in quick succession to put together a combo.

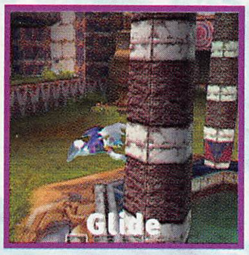


Climb

Both characters can climb walls by simply jumping or gliding onto them. Once you've clung on, use the Control Stick to move around. Use this to reach areas high overhead or otherwise inaccessible.

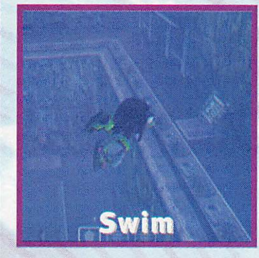


MOVES & ITEMS (CONTINUED)



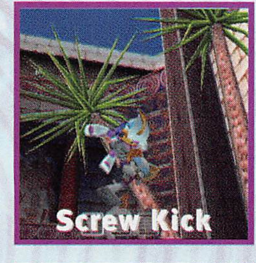
Glide

Hold down the A Button while airborne (via either jumping or falling) to go into a slowly descending glide. Use the Control Stick to change your direction. This can be used to traverse large gaps, and to destroy enemies and obstacles. Release the A Button to drop out of the glide.



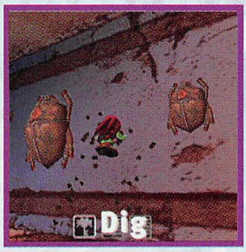
Swim

Unlike their comrades, both Knuckles and Rouge can swim. Jump into the water and hold down the B Button to dive. Release the B Button to rise slowly, and hold down the A Button to rise more quickly.



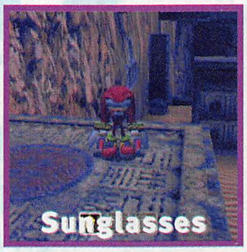
Spiral Uppercut/Screw Kick

Rotate the Control Stick 360 degrees and press the B Button to have Knuckles or Rouge perform a vertical attack. Of limited use, this move is primarily for smashing floating containers.



Dig *(Shovel Claw/Pick Nails Required)*

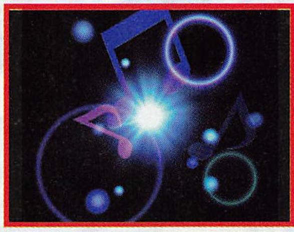
To dig into the ground, either press the Y Button until "Dig" appears in the upper right-hand corner of the screen, and then press the B Button; or simply press the B Button while in mid-jump. To dig into a wall, cling to it and press the B Button.



Sunglasses/Treasure Scope

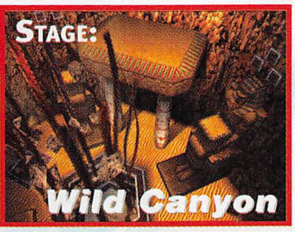
To see certain items that are otherwise invisible, press the Y Button until "Sunglasses" appears in the upper right-hand corner of the screen, then press the B Button. To turn off the Sunglasses or Treasure Scope, simply jump.

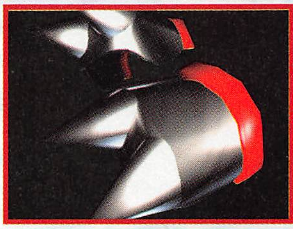
KNUCKLES' LEVEL-UP ITEMS (CONTINUED ON NEXT PAGE)



Mystic Melody

LEVEL-UP ABILITY:	REQUIREMENTS:
Plays mysterious melodies to activate ancient shrines	Shovel Claw

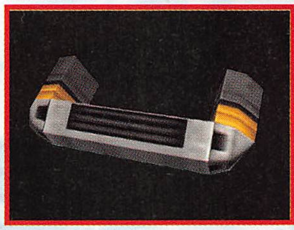




Shovel Claw

LEVEL-UP ABILITY:	REQUIREMENTS:
Enables digging	None

STAGE:
Pumpkin Hill

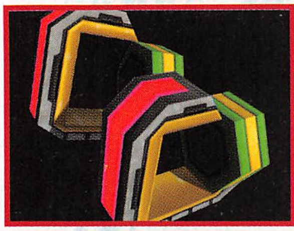


Air Necklace

LEVEL-UP ABILITY:	REQUIREMENTS:
Allows breathing underwater	None

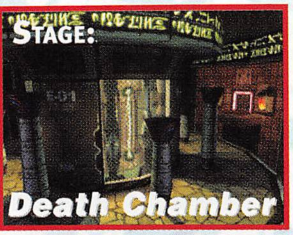
STAGE:
Aquatic Mine

KNUCKLES' LEVEL-UP ITEMS (CONTINUED)



Hammer Gloves

LEVEL-UP ABILITY:	REQUIREMENTS:
Increases punch attack power, breaks iron containers	None

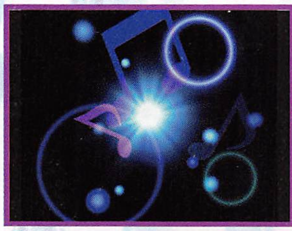

STAGE:
Death Chamber

Sunglasses

LEVEL-UP ABILITY:	REQUIREMENTS:
Allows Knuckles to see invisible items	Hammer Gloves

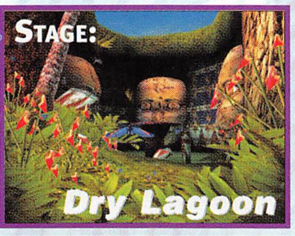
STAGE:
Meteor Herd

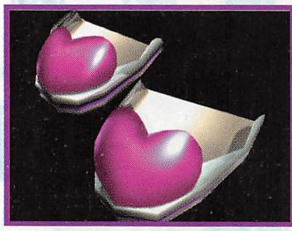
ROUGE'S LEVEL-UP ITEMS



Mystic Melody

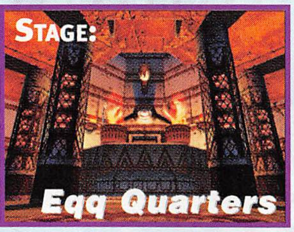
LEVEL-UP ABILITY:	REQUIREMENTS:
Plays mysterious melodies to activate ancient shrines	Pick Nails

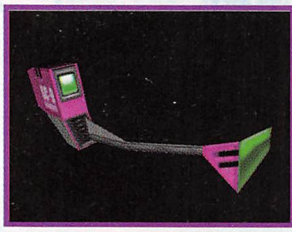

STAGE:
Dry Lagoon



Pick Nails

LEVEL-UP ABILITY:	REQUIREMENTS:
Enables digging	None


STAGE:
Egg Quarters



Treasure Scope

LEVEL-UP ABILITY:	REQUIREMENTS:
Allows Rouge to see invisible items	Iron Boots Mystic Melody

STAGE:
Security Hall

Iron Boots

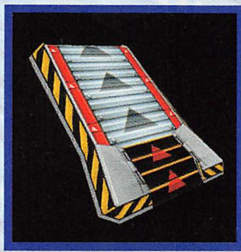
LEVEL-UP ABILITY:	REQUIREMENTS:
Increases kick attack power, breaks iron containers	None

STAGE:
Mad Space

Common Objects

Ancient Shrine

The mysterious ancient shrines are activated by the Mystic Melody. They can cause platforms, rings, and blue swirls to appear, and most open a path to a lost Chao.



Dash Panel

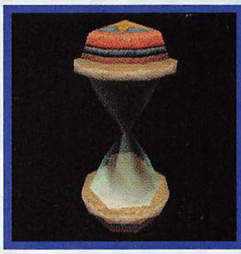
Running over a dash panel gives you a temporary speed boost. This is a must for getting through loops, up steep hills, etc.

Giant Weight

Getting crushed by a giant weight is equivalent to being struck by an enemy. Some weights rise and fall in a pattern, but others are suspended in air like traps, and don't fall until you walk under them. There are sometimes switches nearby that can permanently suspend a weight.

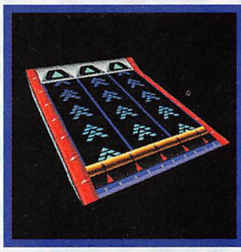
Goal Ring

The Goal Ring marks the end of a stage for Sonic, Tails, Shadow, and Dr. Eggman. Simply touch the ring to move on to the next stage (or the Chao World if you picked up a Chao Key).



Hourglass

Only found in Sonic's Pyramid Cave and Knuckles' Death Chamber, you flip over hourglasses to temporarily open doors. As the sand falls through the hourglass, the doors slowly close again.



Jump Plate

Running over a jump plate launches you into the air. This is often the only way to cross a large gap.

Missile

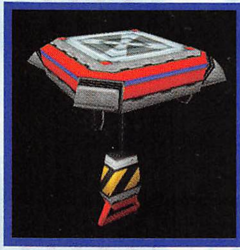
To launch a missile, simply step on the green button behind it. Missiles are used to break objects that may be blocking your path, or to open cages where a small animal may be imprisoned.

Pipe

Many of the game's small animals are hidden in these pipes. To get the animal to come out, simply approach the pipe and whistle by pressing the B button.

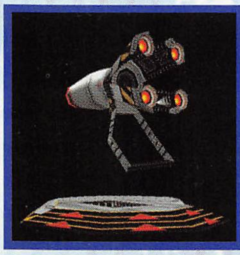
Point Marker

Walking through a point marker allows you to continue from that point in the stage should you die. That is, as long as you have at least one life remaining.



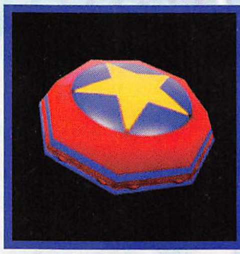
Pulley

Pulleys can lift you to otherwise inaccessible areas. To grab onto the handle, just make contact via jumping, springing, falling, etc.



Rocket

Rockets can carry you a long distance in very little time. Sometimes taking a rocket is the only way to reach an area. To grab on, simply touch the handle, and you'll blast off. Letting go is automatic, so don't worry about being launched into oblivion.



Spring

Probably the most common objects in the game, springs bounce you high into the air as soon as you touch them. You'll find them both individually and in sets of two or three.

Switch

These little white switches have a variety of uses, from suspending weights to opening doors. To activate a switch, touch it, and it'll light up. Note that whatever was affected may not be in the immediate vicinity.

COMMON OBJECTS (CONTINUED)

ITEM BOXES

These little round globes contain a variety of useful items. To obtain their contents, simply bump into them.

BOMB - Immediately destroys every enemy in the area.

EXTRA LIFE - Gives you one additional life.

INVINCIBILITY - Makes you temporarily invincible (surprise!). In other words, your character can sustain a hit without losing rings or dying.

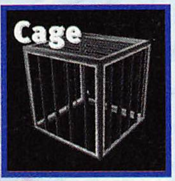
RINGS - Adds 5, 10, or 20 rings to your total, depending on the number indicated on the box.

SHIELD - Both kinds of shield enable you to absorb a single hit without losing rings or dying. You can only possess one shield at a time, and it disappears after sustaining a hit.

- **Magnetic** - In addition to absorbing a hit, this shield also attracts nearby rings.
- **Protective** - A basic shield. Nothing less, nothing more.

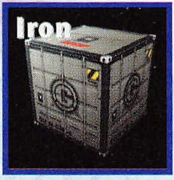
SPEED SHOES - Provides the wearer with a temporary increase in speed. Use with caution.

CRATES, BOXES, & CAGES



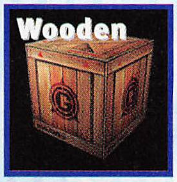
CAGE - Cages can only be destroyed with a missile or by a bomb from Kiki. They often contain imprisoned small animals and/or block your path.

CHAO BOX - There are three Chao Boxes in every stage, and they can be broken without any special items. The first contains a Chao Key, the second contains four small animals, and the third contains the special small animal for that stage.



IRON CONTAINER - To break iron containers, each character needs a specific level-up item. See the "Character Profile" section for more info.

METAL BOX - These boxes cannot be destroyed. They do make handy steps, however.

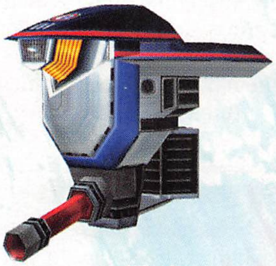


WOODEN CRATE - Your basic, run-of-the-mill box that can be broken without any special items.

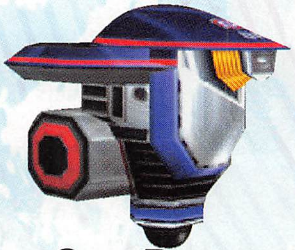
ENEMIES LIST

Beetle Series

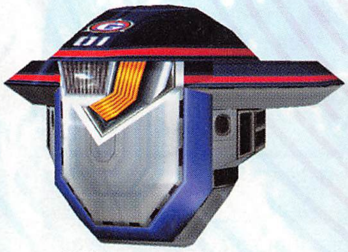
The Beetle series are by far the game's most common enemies. The Gun varieties fire at you with their front-mounted cannons, while the Bomb varieties drop explosives from above. The Spark Beetles don't attack, but their electric force field will hurt you. Wait for the field to dissipate before you strike. The Gold Beetles don't attack either, but they only appear for a brief moment and are worth a game-high 1,000 points. If you're looking to earn an A rank, destroying them should be a priority.



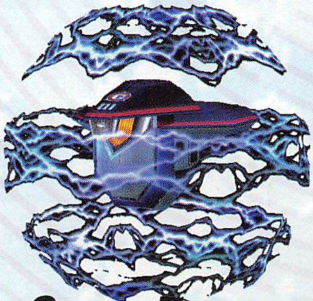
BOMB BEETLE
100 PTS



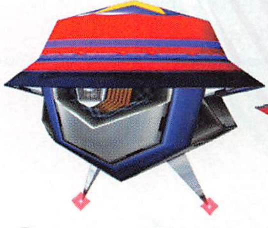
GUN BEETLE
100 PTS



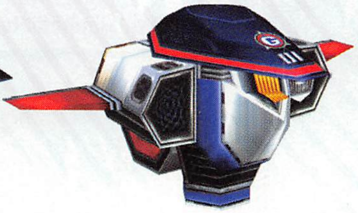
MONO BEETLE
100 PTS



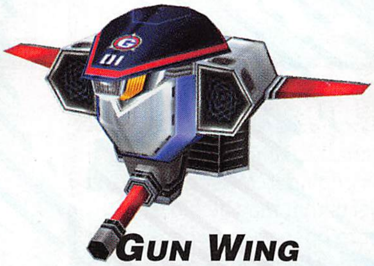
SPARK BEETLE
100 PTS



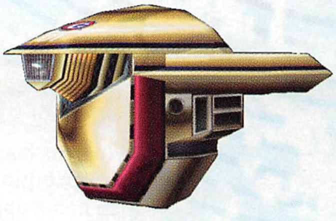
SPRING BEETLE
100 PTS



BOMB WING
500 PTS



GUN WING
500 PTS

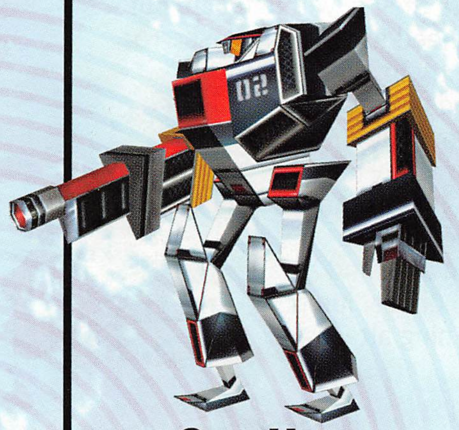


GOLD BEETLE
1000 PTS

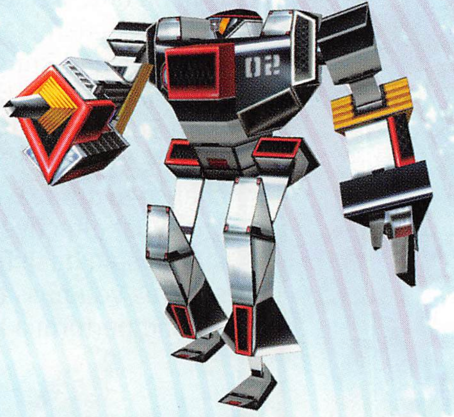
ENEMIES (CONTINUED)

Hunter Series

The Hunter series are also common, and all three types fire at you with varying frequency. Both the Gun Hunters and the Laser Hunters are easily dealt with, but the Shield Hunters can be a bit tricky. Sonic and Shadow can just somersault into them, but the other four characters must utilize a less direct means of attack. Tails and Dr. Eggman must wait for the Hunters to drop their shields, and then beat them to the draw. Knuckles and Rouge, on the other hand, must run around and attack them from behind.



GUN HUNTER
100 PTS



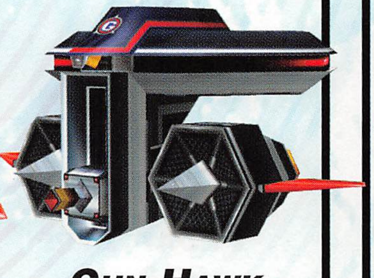
LASER HUNTER
100 PTS

SHIELD HUNTER
100 PTS

Hawk Series

The Hawk series are some of the most aggressive enemies in the game. They swoop down from above and attack before you have time to react. Keep your eyes open, and be ready for them at all times.

GUM HAWK
200 PTS



GUN HAWK
200 PTS

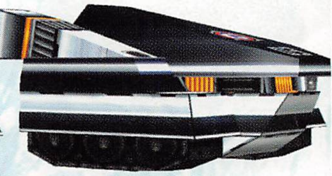
LASER HAWK
200 PTS

SKY HAWK
500 PTS

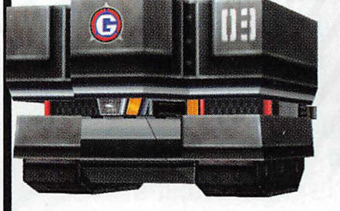
Rhino Series

The Rhino series are tank-like vehicles that strike with surprising quickness when you get close. The Rhino Cannons fire explosives, and the other three types simply try to ram into you. The spikes on the Rhino Spikes do hurt, so attack low.

RHINO CANNON
100 PTS



RHINO JET
100 PTS



RHINO METAL
100 PTS

RHINO SPIKE
100 PTS

Hornet Series

The Hornet series slowly take aim and then fire a barrage of seeking missiles. Quickly destroy their center before they have a chance, or, failing that, dodge the missiles and then attack the helpless remnant. Tails and Dr. Eggman can lock onto every missile as well as the center for major point bonuses.

HORNET-3
100 PTS

LASER HORNET
100 PTS

PHOENIX
100 PTS

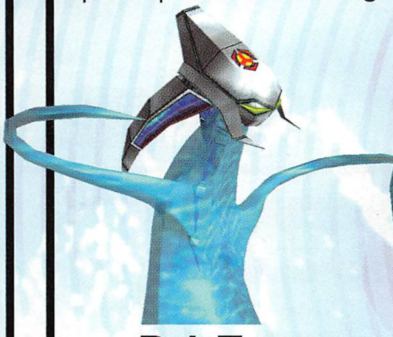
HORNET-6
200 PTS

HORNET-9
300 PTS

Artificial Chaos Series

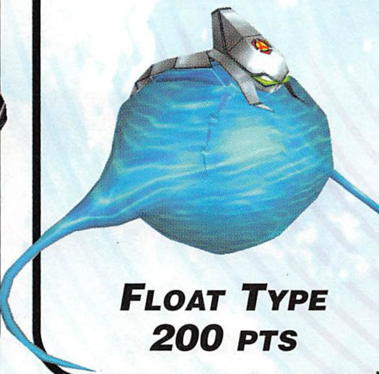
The Artificial Chaos enemies are perhaps the most difficult enemies in the game. Not only do they fire at you with lasers, but some also attack with tendrils as you approach. Tails and Dr. Eggman can lock on and fire before they're within reach, but the other characters need to get a bit closer. For Knuckles and Rouge, try to glide into the Artificial Chaos's heads from above. With Sonic and Shadow, the trick is getting by them before they have a chance to strike with those tendrils. The most effective means is to start a spin dash from afar, and as soon as you pass the Chaos, jump up and perform a homing attack.

CELL
10 PTS



P-1 TYPE
200 PTS

P-100 TYPE
200 PTS



FLOAT TYPE
200 PTS

GUARD TYPE
200 PTS

Fighter Series

The Fighters try to stop your progress with heavy air strikes. You can hear them coming, however, so when you do, move to the side of whatever path you're on. Those 500 points for destroying them can be tempting, but unless the blue eagle is grounded, it's usually more trouble that it's worth.

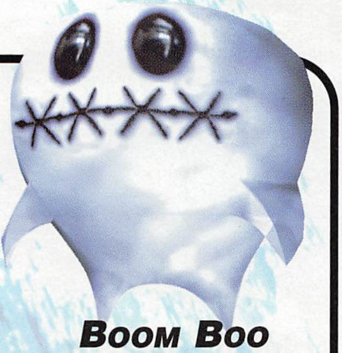
BLUE EAGLE
500 PTS

Ghosts

Some ghosts are harmless, but most will either attack or try to hold you still so that another enemy can shoot you. Therefore, make destroying them your first priority if you have any business in the area.

NORMAL BOO
0 PTS

ATTACK BOO
100 PTS



BOOM BOO
300 PTS

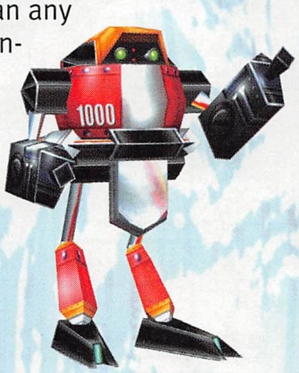
Dr. Eggman's Robots

A series staple, Dr. Eggman's robots may not be as prevalent as in previous games, but they do make an appearance. The E-1000s are particularly dangerous, as they fire far more quickly than any Hunters. Unidus and Golas are slow, but you can only defeat them by hitting their centers. Finally, the mischievous Kikis throw bombs, which you can pick up and use to break cages.

GOLA
100 PTS

KIKI
100 PTS

UNIDUS
100 PTS



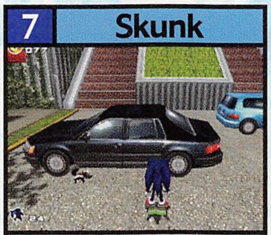
E-1000
200 PTS

HOW TO USE THIS GUIDE

The next section features a complete walkthrough for all five missions of each of the thirty-one stages in the game. At the beginning of each stage is a list of each small animal, Chao Box, Level-Up Item, and Gold Beetle in that stage.

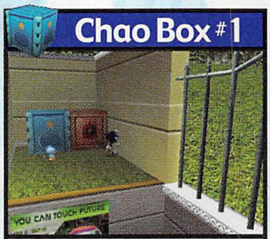
In most stages, if you find every small animal, you'll earn an extra life. If you're raising Chao, small animals become even more important. The first page of each mission lists the five small-animal types that can be found in that stage, and shows how they effect your Chao's stats. So if you're trying to raise a particular stat, pay careful attention and grab all the animals with high scores in that area. Note that ocassionally the type of small animal that emerges from pipes and other objects may differ from the ones listed in this guide.

7 Skunk



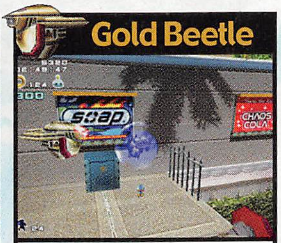
Look around the black car in front of the dual brick stairways just after you run down the hill.

Chao Box #1



The first Chao Box is in the top alcove to the right of the single brick stairway.

Gold Beetle



The 1,000-point Gold Beetle appears at the top of the ramp right after the long, twisting rail. Perform a spin dash to get up there.

There are usually three Chao Boxes per stage. The first contains the **key to the Chao Garden**. The second contains **one of each basic small animal in that stage**. The third Chao Box contains the stage's **special small animal** (which is always shown last in the list).

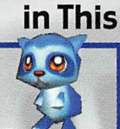
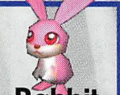
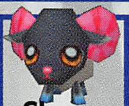
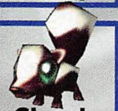
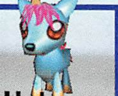
Finally, the Gold Beetle's placement is important if you're trying to earn a high rank in a stage where the rankings are based on score. Gold Beetles are rarely easy to find, but they're worth 1,000 points.

Unicorn
swim +16
fly +12
run +36
power +0

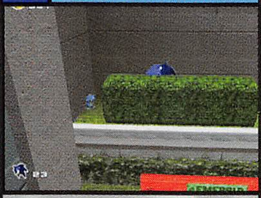
HERO STORY

1 City Escape

Small Animals Found in This Stage:

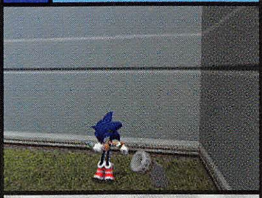
	Raccoon	swim +20	fly +16	run +4	power +8
	Rabbit	swim +0	fly +8	run +40	power −16
	Sheep	swim +8	fly +8	run +16	power +16
	Skunk	swim +8	fly +12	run +16	power +12
	Unicorn	swim +16	fly +12	run +36	power +0

1 Raccoon



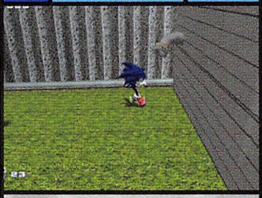
After dismounting the street-board, look behind the bushes on the ledge immediately to your left.

2 Rabbit



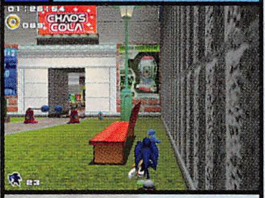
After dismounting the street-board, break the wooden crates ahead, on your right, and whistle next to the revealed pipe.

3 Sheep



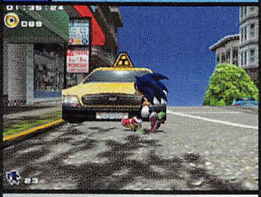
Whistle next to this pipe on the side of the ramp in front of the first set of elevators.

4 Raccoon



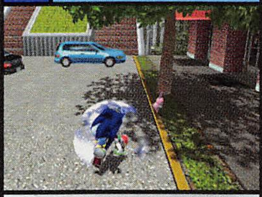
Look around the bench to the right of the first point marker just after the first set of elevators.

5 Rabbit



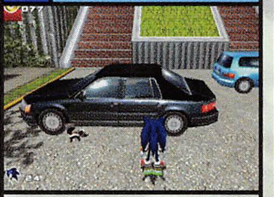
Look under the cab at the top of the hill right after the point marker. The dash panels will send you flying, so you'll probably need to turn around and climb back up.

6 Rabbit



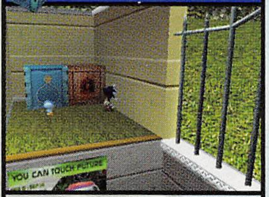
Look around the tree to the right in front of the dual brick stairways just after you run down the hill.

7 Skunk



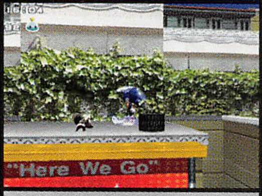
Look around the black car in front of the dual brick stairways just after you run down the hill.

Chao Box #1



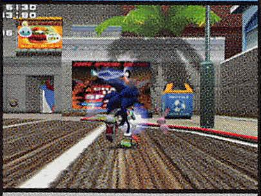
The first Chao Box is in the top alcove to the right of the single brick stairway.

8 Skunk



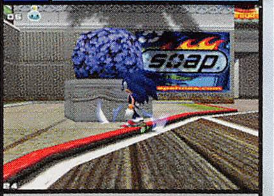
Jump from the alcove where the first Chao Box is located to top of the archway at the end of the single brick stairway.

9 Rabbit



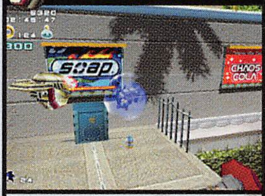
Look around the light pole on the right after running down the second hill.

10 Skunk



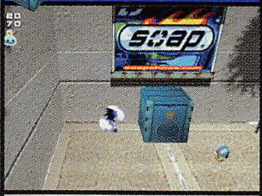
Whistle near the purple bush on the left after running down the second hill.

Gold Beetle



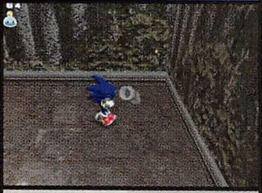
The 1,000-point Gold Beetle appears at the top of the ramp right after the long, twisting rail. Perform a spin dash to get up there.

Chao Box #2



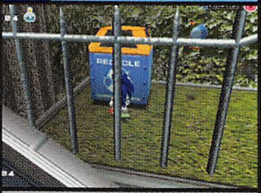
The second Chao Box is on top of the same ramp as the Gold Beetle.

11 Sheep



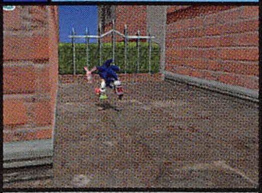
Drop down from the left-hand side of the top of the ramp, toward the screen. Walk down the fenced-off area and whistle near the trashcan.

12 Skunk



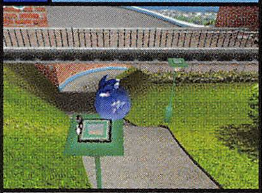
Break the crates to the right of the ramp and whistle near the revealed pipe.

13 Rabbit



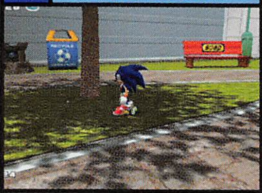
Run past the pulley that lifts you to the second point marker and look in the little nook to the left.

14 Skunk



Jump toward the top of this light pole after the point marker.

15 Raccoon

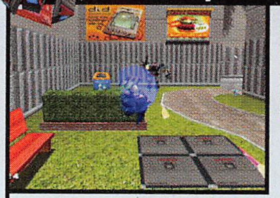


Whistle at the bottom of the tree after running down the side of the building.

CITY ESCAPE MISSION RANKINGS:

	MISSION 1	MISSION 2	MISSION 3	MISSION 4 (LIMIT - 3:00)	MISSION 5
A	18000 pts.	under 1:20	under 2:30	18000 pts.	19000 pts.
B	14000 pts.	under 1:40	under 2:50	16000 pts.	15000 pts.
C	11000 pts.	under 2:00	under 3:10	14000 pts.	12000 pts.
D	9000 pts.	under 2:30	under 4:00	12000 pts.	10000 pts.

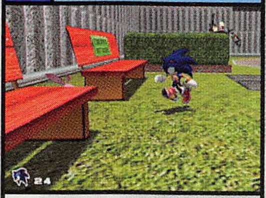
Level-Up Item: Magic Gloves



Sonic's first upgrade is hidden beneath these iron containers, which you can break when you obtain the Bounce Bracelet and Flame Ring from later stages.

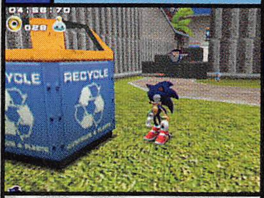
When near an enemy, press the Y Button until "Magic Hand" appears in the upper right-hand corner of the screen, and then press the B Button to capture the enemy in a ball. Try throwing the balls at enemies.

16 Rabbit

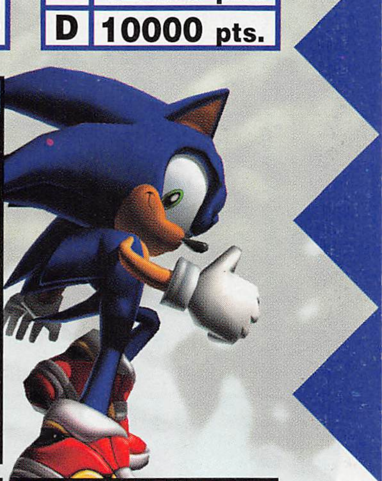


Look around the red benches to the left of those iron containers in the ground.

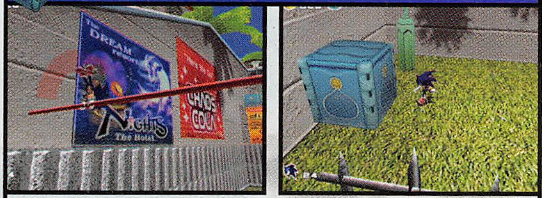
17 Skunk



Whistle near the Recycling Bin just ahead of those iron containers and in front of the large set of elevators.

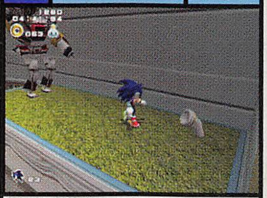


Chao Box #3



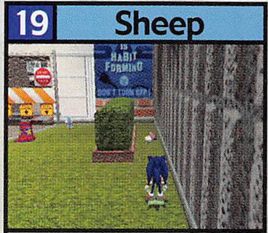
To reach the third Chao Box, push forward on the Control Stick after bouncing off the springs at the bottom of the building, and Sonic will catch a pole. As he swings, wait until a red arc appears behind him, then press the A Button to have him leap to the next pole. Repeat, and Sonic will land on the platform where the Chao Box is.

18 Sheep



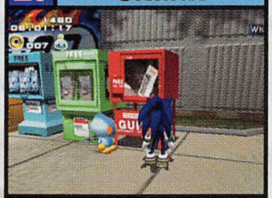
Toward the end of the long series of rails, there's a little ledge to the right. Destroy the enemy, break the crates, and whistle next to the revealed pipe.

19 Sheep



Look behind the bush to the right of the third and final point marker.

20 Skunk



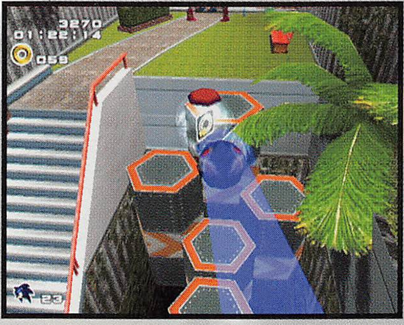
Whistle next to the newspaper stands near the Goal Ring.

1ST MISSION: ESCAPE FROM THE MILITARY PURSUIT

All of Sonic's stages are fairly straightforward, action-oriented affairs, where your only objective is to reach the goal without dying. This isn't too difficult in City Escape, so take the opportunity to practice Sonic's new moves: grinding rails and swinging from bars. Mastery of these is vital later on.

2ND MISSION: COLLECT 100 RINGS

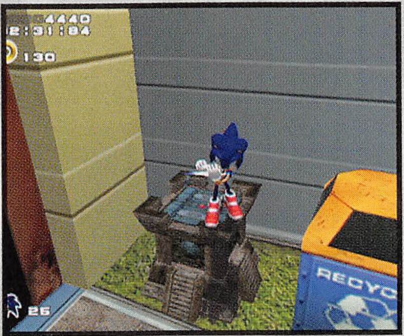
There are more than enough rings in this stage, so successfully completing this mission shouldn't be a problem. Just avoid running into enemies, and you'll be fine.



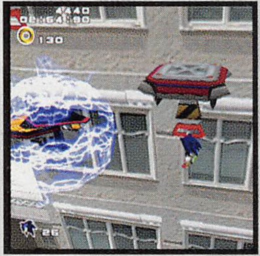
The item box above these elevators contains 10 rings.

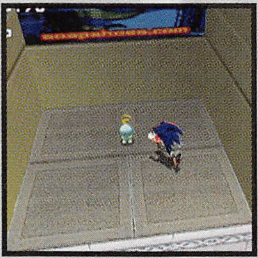
3RD MISSION: FIND THE LOST CHAO

(MYSTIC MELODY REQUIRED)



After running down the side of the building and bouncing from the springs, turn back towards the screen and you'll spot this ancient shrine in the corner. Jump on top of it and play the Mystic Melody to make a spring appear. Bounce up to catch a pulley, then jump to your right to reach another. From here you'll see a floating spring. Jump and press the A Button right before you hit it. This should bounce you upwards to the next pulley. Repeat this process with the following spring, and you'll see a floating spring moving vertically. Wait until it's up high and jump onto it. You'll see a floating beetle, this time armed with an electric force field. Wait for the field to dissipate, then bounce off of him to catch a pole. Swing up from here and press the Control Stick towards the wall to reach a small alcove where the lost Chao is waiting.



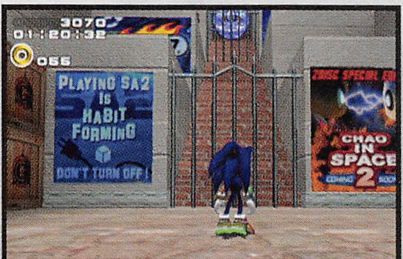


4TH MISSION: REACH THE GOAL WITHIN 3:00

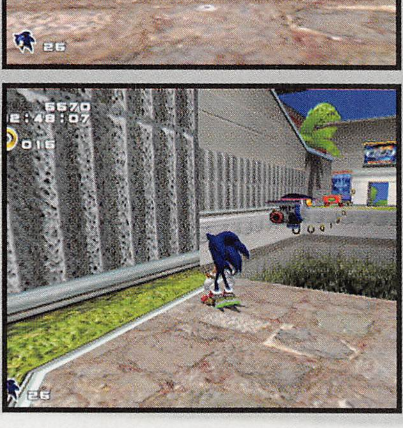
The best place to shave a few seconds off your time is the street boarding section at the beginning of the stage. Avoid running into cars, launch from every ramp, and try to navigate the tight turns without slowing down. The best way to do so is to aim for the outside then cut inside as you go through the turn.

5TH MISSION: CLEAR HARD MODE (LIGHT SHOES REQUIRED)

The fifth mission of every stage in *Sonic Adventure 2 Battle* is to clear a more difficult version of that stage. The basic architecture remains the same, but there are a few more enemies and some slight path changes.



These stairs are now blocked off by an iron gate, so you either have to jump up and grab the ledge or bounce up with the Bounce Bracelet.



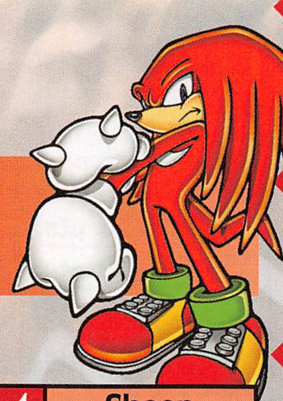
The elevators here have disappeared, replaced by a moving beetle and a row of rings. Wait until the beetle positions himself near the rings, and then perform a homing attack on him, immediately followed by a light dash along the rings.

BOSS: F-6T BIGFOOT

Your first boss encounter of the game shouldn't be too difficult. When the Bigfoot takes flight, simply keep moving to avoid his fire. This is also a good time to pick up rings. As soon as he lands, try to attack the cockpit before he has a chance to unload those missiles on you. Failing that, avoid the barrage and hit the cockpit as the missile bay doors close. Do this four times, and you'll be on your way.

HERO STORY

2 Wild Canyon



Small Animals Found in This Stage:

Sheep
swim +8
fly +8
run +16
power +16

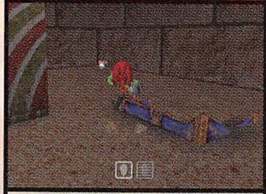
Cheetah
swim −8
fly −8
run +40
power +8

Peacock
swim +12
fly +48
run −16
power −12

Condor
swim +20
fly +60
run −24
power +16

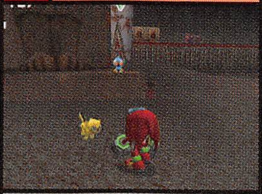
Dragon
swim +20
fly +4
run +8
power +32

1 Sheep



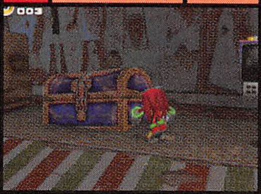
From the starting point, turn toward the screen and look behind the pillar on the right.

2 Cheetah



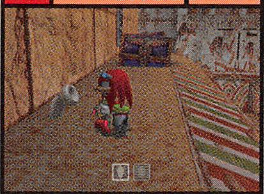
Look in front of the statue in the far left-hand corner of the bottom floor (relative to the starting point).

3 Sheep



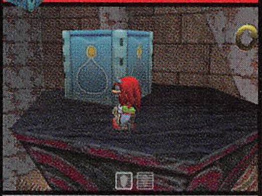
Break the treasure chest on the ledge just above the right-hand side of the bottom floor (relative to the starting point).

4 Sheep



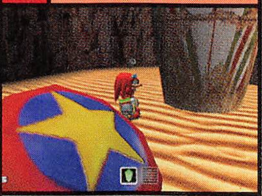
Climb onto the ledge straight above the starting point, and whistle next to the pipe on top of it.

Chao Box #1



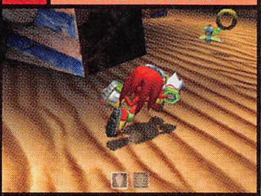
The first Chao Box is on top of the pillar in the far left-hand corner of the room, near the statue in front of which you found the first.

5 Peacock



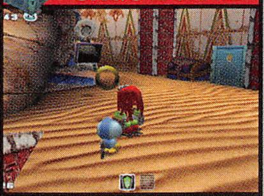
Take the airlift outside, and drop down to the center section. Locate the spring down here, and you'll see a pipe next to a nearby statue. Whistle near the pipe.

6 Peacock



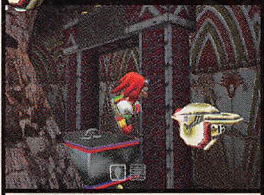
Run around the Sphinx Head. It's in the shorter of the two narrow canyons accessible via the airlift.

Chao Box #2



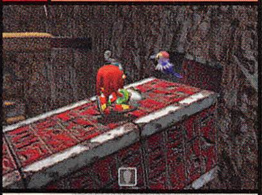
The second Chao Box is against the wall to the right of the Sphinx Head (relative to the airlift).

Gold Beetle



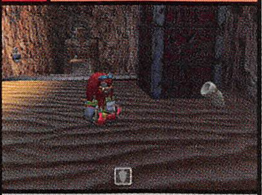
Appears behind the Sphinx Head, near the falling weight. Destroy it quickly to earn the 1,000 points before it vanishes.

7 Condor



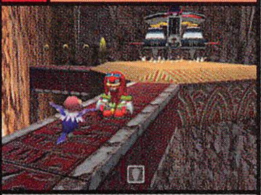
In the canyon opposite the Sphinx Head, climb on top of the first broken red pillar jutting out from the left-hand wall (relative to the airlift).

8 Cheetah



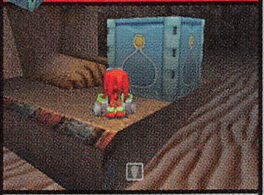
In the canyon opposite the Sphinx Head, there's a pipe next to the last vertical red pillar on the right-hand wall (relative to the airlift). Whistle near the pipe.

9 Condor



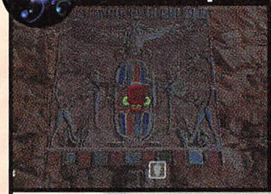
At the end of the canyon opposite the Sphinx Head, there's a Lonely Statue below a platform with four red pillars. Look on top of the left-hand pillar.

Chao Box #3

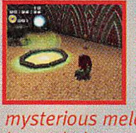


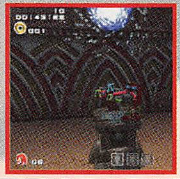
The final Chao Box is resting at the feet of the Lonely Statue near the end of the canyon opposite the Sphinx Head.

Level-Up Item: Mystic Melody



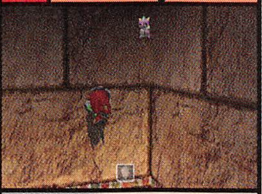
Knuckles' Mystic Melody is hidden in a room behind this painting above the Lonely Statue. You need the Shovel Claw to dig through, however.





When near an ancient shrine, press the B Button to play a mysterious melody. This item is needed to complete the third mission (Find the Lost Chao) in every stage.

10 Dragon



In the room where the Mystic Melody is, look in the upper corners of the wall you came in through.

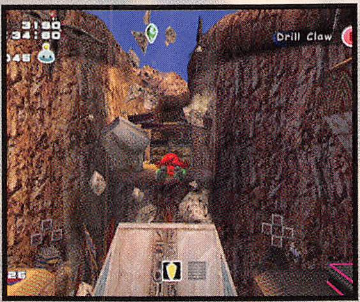
Wild Canyon Mission Rankings:

	Mission 1	Mission 2	Mission 3	Mission 4	Mission 5
A	16000 pts.	under 1:30	under 0:40	16000 pts.	17000 pts.
B	14000 pts.	under 2:00	under 1:00	14000 pts.	15000 pts.
C	10000 pts.	under 3:00	under 2:00	10000 pts.	10000 pts.
D	8000 pts.	under 4:30	under 2:30	8000 pts.	8000 pts.

Mission 4: LIMIT - 2:00

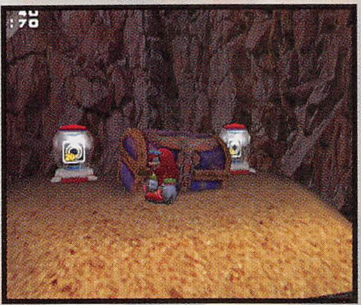
1st Mission: Find Three Pieces of the Master Emerald

The pieces of the Master Emerald are in different random locations each time you play. To find them, use the radar at the bottom of the screen. As you get closer, it turns from green to yellow to red, and the "ping" sound speeds up. You can also reference the computers for hints, but doing so subtracts points from your score (making it more difficult to get an A).



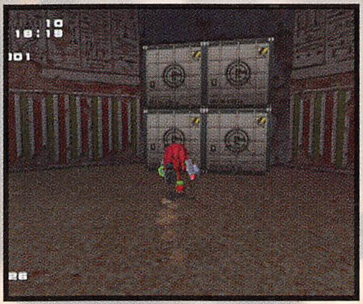
2nd Mission: Collect 100 Rings

After collecting the eight rings in front of you at the beginning of the stage, head for the tops of the pillars and glide around to collect another 56 rings. From there, take the airlift to the highest ledge and grab 30 more from the two item boxes. Jump off, glide to the right, and land on the second large ruin to find the last six rings.



3rd Mission: Find the Lost Chao (Shovel Claw, Hammer Gloves, and Mystic Melody Required)

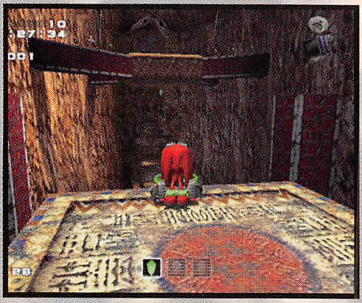
Climb to the top level underground, and you'll find four iron containers in the right-hand corner (relative to the starting point). Smashing the containers reveals a picture that you can dig through with the Shovel Claw. Doing so places you in a room with an ancient shrine and a door. Play the Mystic Melody atop the shrine, and the door opens. The next room contains another shrine. Jump on it, play the Melody again, and this time a blue swirl appears. Jump into it to be transported to the location of the lost Chao.



4th Mission: Get the Emerald Pieces in 2:00

Because this stage isn't very large, completing this mission shouldn't be a problem. If you're trying to score an A, however, avoid using the computers for hints.

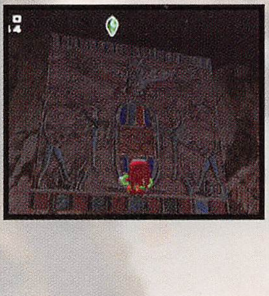
5th Mission: Clear Hard Mode (Shovel Claw and Sunglasses Required)

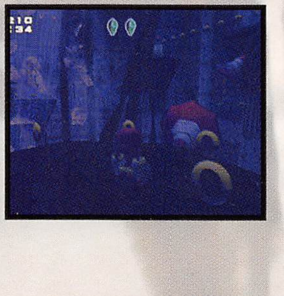


In Hard mode, the pieces of the Master Emerald are always in the same place. To reach the first piece, take the airlift up and glide to your left toward the Lonely Statue. Land on the farthest large ruin, and you should see the piece floating under a platform. Glide from here and grab it.

For the second piece, run back toward the airlift and dig into the painting under one of the ledges. You'll arrive in a room filled with identical paintings. Put on your Sunglasses, and you'll see some rings leading to one of the paintings. Dig into it, and you'll land next to the Emerald.

For the third and final piece, dig into the painting you just came from to go back underground. Go to the top of the shortest pillar, put on your Sunglasses, and walk into the spring that appears. You're bounced into the last piece automatically.

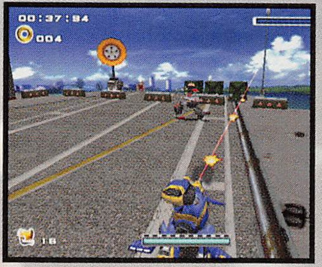


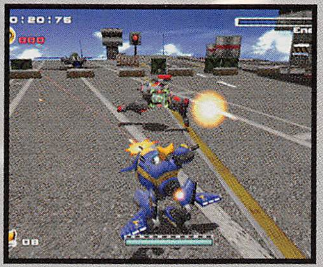


HERO STORY

3 Prison Lane

BOSS: DR. EGGMAN



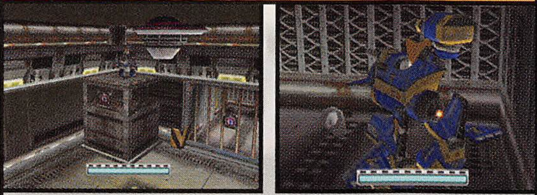


The easiest way to defeat Dr. Eggman is to put some distance between the two of you, and fire straight at him with the Volkan Cannon. If you try to lock onto him, he usually runs away and avoids it. Take a hint and follow the same strategy if he locks onto you. Also, don't get too close or he'll punch you with that boxing glove. Just be patient, and Sonic's loyal sidekick will emerge triumphant.

Small Animals Found in This Stage:

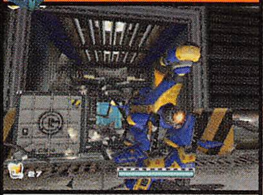
Sea Otter	swim +44 fly -4 run +8 power -16
Tiger	swim -8 fly -16 run +20 power +36
Sheep	swim +8 fly +8 run +16 power +16
Gorilla	swim -4 fly -8 run +4 power +40
Unicorn	swim +16 fly +12 run +36 power +0

1 Sea Otter



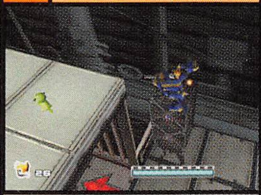
After destroying all of the enemies in the room where you begin, take the lift in the corner to bring a hidden enemy into view. Destroy it, and the iron gate to your left opens. Walk through and whistle near the pipe on the other side.

Chao Box #1



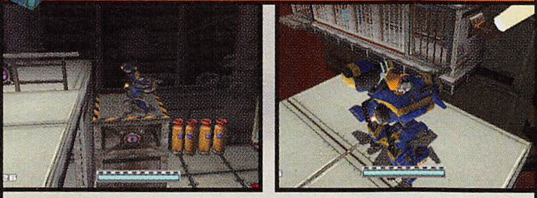
To reach the first Chao Box, destroy the iron containers in the right-hand wall of the room you start in. The Box is hidden behind them.

2 Sea Otter



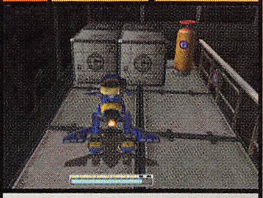
Before proceeding down the enclosed hallway next to the first searchlight, jump on top of the hallway via the metal boxes to your right.

Chao Box #2



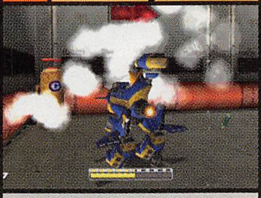
Take this lift to the roof of another enclosed hallway. Hop over the gate and walk toward the edge. You see a very short hallway across a narrow gap. Destroy every enemy in sight to open the short hallway's gates, and then hover across. The second Chao Box is inside.

3 Tiger



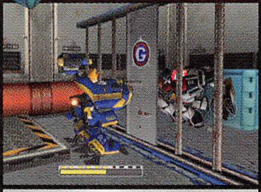
After returning to the main path from grabbing the second Chao Box, destroy this iron container on the right.

4 Tiger



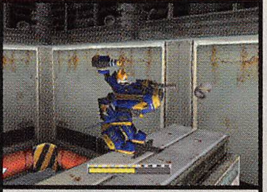
In the room after the point marker, destroy all of the enemies to lower the large gate in the center. Then blow up the canisters in the far left corner of the room.

Chao Box #3



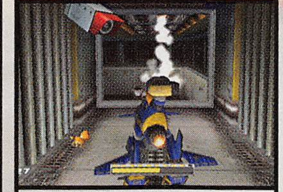
The third Chao Box is behind another, smaller gate in the same room. Destroy the enemy that drops down behind the gate to lower it.

5 Sheep



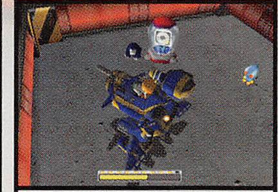
In the same room, take the lift, but before going down the hallway, hover to the narrow ledge next to where the Chao Box was. Whistle near the pipe on top.

6 Tiger



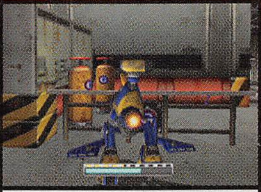
Now go down the aforementioned hallway and wait next to the second cell on the left.

7 Gorilla



Drop down to the room at the other end of the hallway, and look in the nook to your immediate left.

8 Sheep

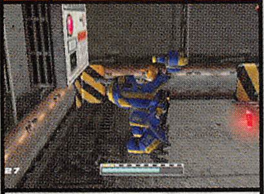


Blow up the canisters on the other side of the wall that establishes the nook where you found the gorilla.

PRISON LANE MISSION RANKINGS:

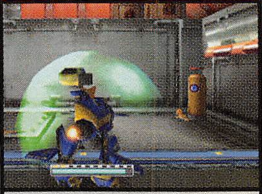
	MISSION 1	MISSION 2	MISSION 3	MISSION 4 LIMIT - 3:00	MISSION 5
A	26000 pts.	under 2:30	under 2:00	26000 pts.	26000 pts.
B	23000 pts.	under 3:00	under 2:30	23000 pts.	23000 pts.
C	17000 pts.	under 3:30	under 3:00	17000 pts.	17000 pts.
D	13000 pts.	under 4:00	under 4:00	13000 pts.	13000 pts.

9 Sheep



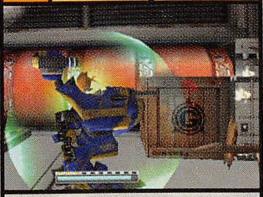
Whistle near the control panel on the wall to the left of the second point marker.

10 Tiger



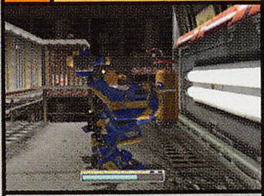
After passing the second point marker and walking down a series of twisting hallways, look to the right of the first of two consecutive lifts.

11 Tiger



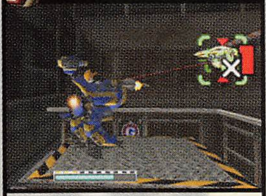
Destroy the wooden crates and the iron container on the right-hand side of the ledge where the second consecutive lift is. Whistle near the revealed pipe.

12 Sea Otter



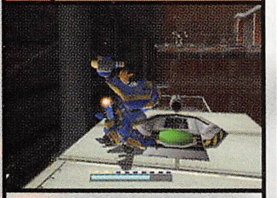
After taking the second consecutive lift, whistle next to the second fluorescent light on the right-hand wall.

Gold Beetle



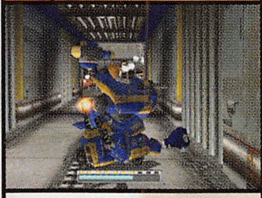
This appears while riding the first lift you come across after grabbing the previous small animals. Lock onto it quickly to garner those valuable points.

13 Unicorn



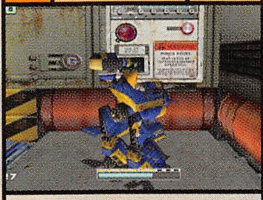
Atop the lift where the beetle appeared, turn toward the screen and hover to the roof of the hallway you just came from. Fire the missile there to blow up the cage.

14 Gorilla



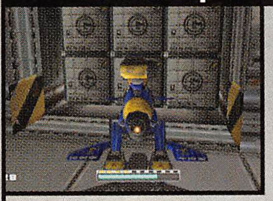
Wait near the third cell on the right in the hallway after passing through the third point marker.

15 Sheep



Whistle near the control panel in the room at the other end of the hallway where you just found the gorilla.

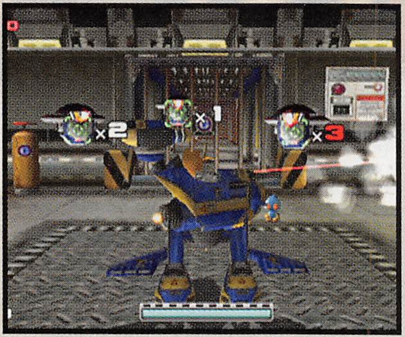
Level-Up Item: Laser Blaster

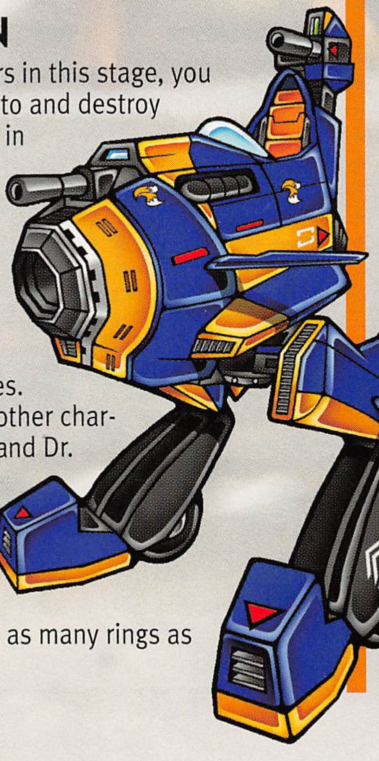


Lock-on missile power-up. Missiles fires faster, and spread as they explode to destroy enemies in a wider area.

Destroy all of the enemies in the room where the Goal Ring is, including the beetle hidden in the near right-hand corner. The gate to the left opens, revealing four iron containers. Break the containers, proceed down the now-opened hallway, and destroy the two guards at the end to open another gate. The Laser Blaster is on the other side.

1ST MISSION: FIND THE CORE OF THE PRISON





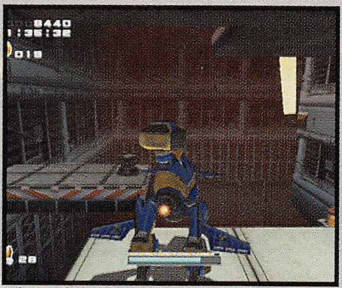
To open doors in this stage, you must lock onto and destroy every enemy in sight. Locking onto multiple enemies at once earns you substantial point bonuses. Also, unlike other characters, Tails and Dr. Eggman both have an HP gauge. To keep it filled, collect as many rings as possible.

2ND MISSION: COLLECT 100 RINGS

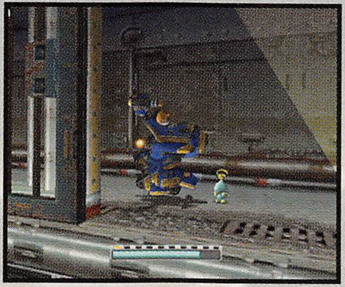
There are only 114 rings in this stage, so be careful not to get hit by any flying enemies or projectiles. If you manage that, you should be fine.

3RD MISSION: FIND THE LOST CHAO

(BOOSTER AND MYSTIC MELODY REQUIRED)



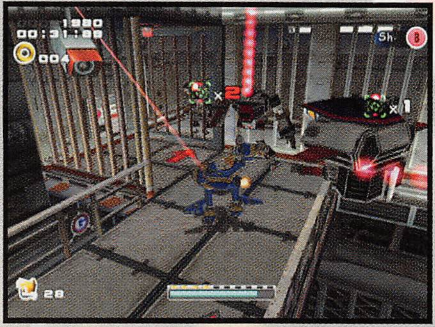
After passing the second point marker, walk through the twisting hallway, and you come to a lift. Take it to the roof of the enclosed hallway on the left, and turn the camera until you see an ancient shrine. Hover to the shrine, play the Mystic Melody on top of it, and a spring appears. Bounce up, destroy every enemy in sight, and a gate opens that leads to the imprisoned Chao.



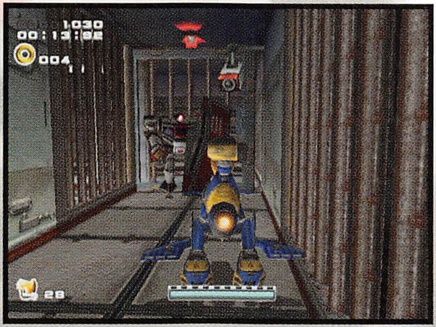
4TH MISSION: REACH THE GOAL WITHIN 3:00

Conquering this mission in record time is easy if you follow a strategy of run-and-shoot. Stop as infrequently as possible by blasting enemies as you approach the gates.

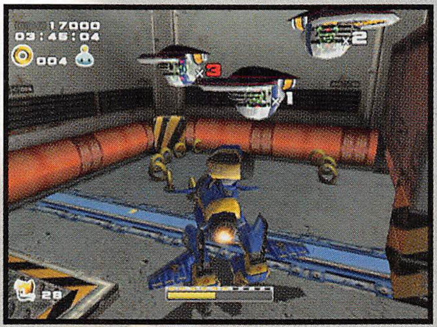
5TH MISSION: CLEAR HARD MODE



The level architecture in this mission is unchanged, but there are a lot more enemies this time around. Be particularly careful of those that drop and swoop down from the sky.



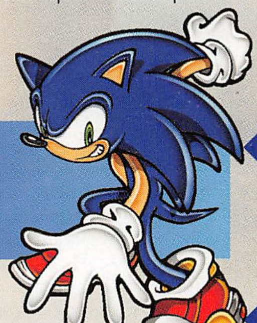
There are now enemies armed with shields. Beat them to the draw when they drop their guard.



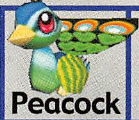
In the room after the third point marker, you must walk into the alcove on the right of the lift to make three enemies appear. Destroy them, and the gate at the top of the lift opens.

HERO STORY

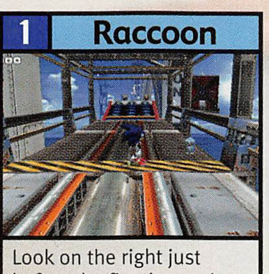
4 Metal Harbor



Small Animals Found in This Stage:

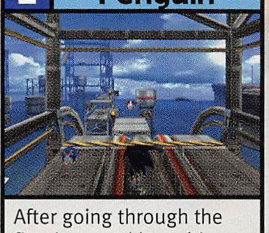
Raccoon	swim +20	fly +16	run +4	power +8
Penguin	swim +36	fly +12	run +8	power −24
 Peacock	swim +12	fly +48	run −16	power −12
Seal	swim +40	fly −16	run +0	power +8
Phoenix	swim +12	fly +32	run +4	power +16

1 Raccoon



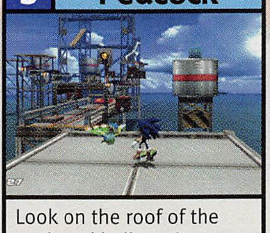
Look on the right just before the first jump plate. You'll have to slow down after hitting the dash panel behind it to avoid being launched forward.

2 Penguin



After going through the first loop and launching from the second jump plate, look to the left of where you land.

3 Peacock



Look on the roof of the enclosed hallway just after you grab the previous penguin.

METAL HARBOR MISSION RANKINGS:

MISSION 1

A	20000 pts.
B	18000 pts.
C	16000 pts.
D	14000 pts.

MISSION 2

A	under 1:10
B	under 1:20
C	under 1:30
D	under 1:50

MISSION 3

A	under 0:50
B	under 1:00
C	under 1:10
D	under 1:20

MISSION 4

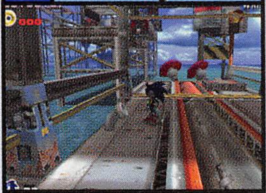
A	18000 pts.
B	16000 pts.
C	14000 pts.
D	12000 pts.

LIMIT - 2:00

MISSION 5

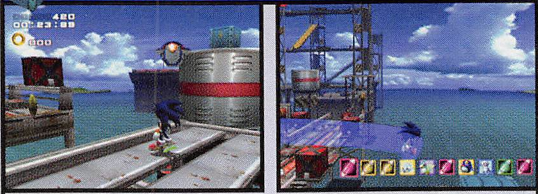
A	18000 pts.
B	16000 pts.
C	14000 pts.
D	12000 pts.

4 Penguin



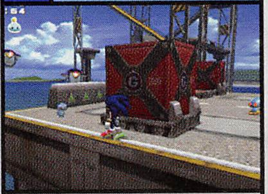
Whistle near the pipe inside that same enclosed hallway. It's just underneath and to the left of where you found the peacock.

Chao Box #1



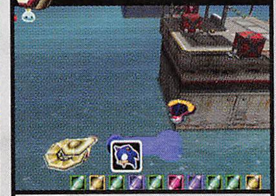
Exit the hallway and bounce from the springs ahead. You'll land in front of another enclosed hallway. Climb onto the roof, perform a homing attack on the enemy to your right, and then perform another to reach the fuel tank behind him, where the first Chao Box is.

5 Raccoon



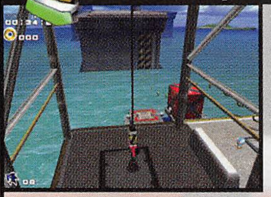
Bounce from the series of springs after the first point marker, and look behind the red metal box in the left-hand corner of the platform you land on.

Gold Beetle



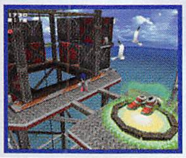
Perform a homing attack on the beetles to the left while crossing this gap. The Gold Beetle will appear next to the extra life.

Level-Up Item: Light Shoes

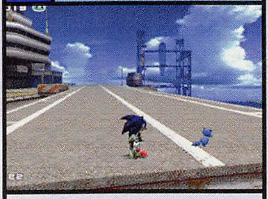


Enables Sonic to perform the light dash. Approach a row of rings and press the B Button to zoom across them at light speed.

After performing a homing attack across a long string of enemies, you land on a platform with a pulley on it. This pulley takes you to the Light Shoes, which are required to progress any farther in this stage.

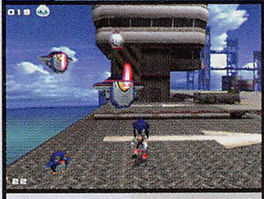


6 Raccoon



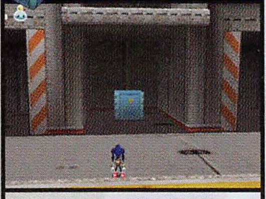
After light dashing across the first row of rings, you land on an aircraft carrier. Run down a bit and look on the near side of the strip that juts out to the right.

7 Penguin



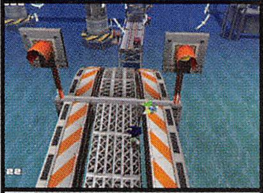
Look past the two fuel tanks on the left-hand side of the carrier, almost straight across from where you found the previous raccoon.

Chao Box #2



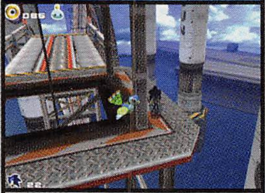
The second Chao Box is in the middle garage on the left-hand side of the aircraft carrier.

8 Peacock



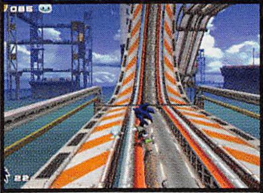
Run through the loop after the second point marker, and springs will bounce you to the top of a hill. Before running down, look around the light post to your right.

9 Peacock



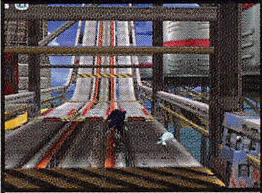
After running down the hill and launching from a jump plate, you come to two consecutive pulleys. Look around the top of the second one.

10 Seal



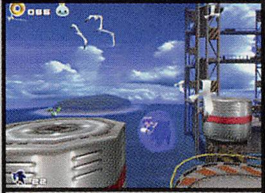
Look just before the first loop that comes after the two consecutive pulleys. Avoid hitting the dash panels, or you'll zoom right past it.

11 Seal



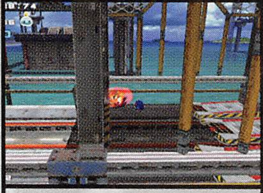
Now run through that loop, and look in front of the first set of dash panels you come across.

12 Peacock



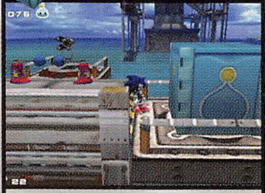
After launching from those dash panels, jump onto the first fuel tank on the left. You need a bit of speed behind your jump to reach it.

13 Penguin



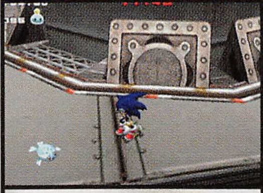
After somersaulting under the next gate, hold back on the Control Stick before hitting the next set of dash panels.

Chao Box #3



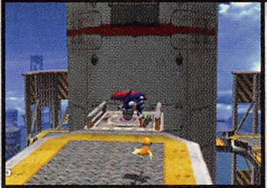
The final Chao Box is located to the right of the third point marker. Break it before taking the rocket ahead.

14 Seal



After taking the rocket, jump down onto the shuttle launch pad. Look next to the spring in the near left-hand corner.

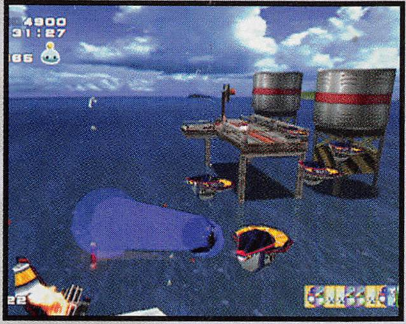
15 Pheonix



This one is difficult because you must reach the very top platform before the shuttle launches. After dropping from the rocket, jump down onto the shuttle launch pad and bounce from the spring in the corner. Use the dash panels to speed around the corners, and when you come to the first handle of the shuttle, turn and jump to your left. Homing attack across a string of enemies to reach the platform on the other side, and then light dash across a long row of rings. Bounce from the spring at the end, and you're there.

1st Mission: Escape from the Military Base

In this stage, mastery of the homing attack is crucial. There are a couple of sections where the only way to cross a sea gap is to homing attack across it from one enemy to another. You must also utilize the light dash (see the "Light Shoes" section on the previous page) at times to avoid a watery grave.

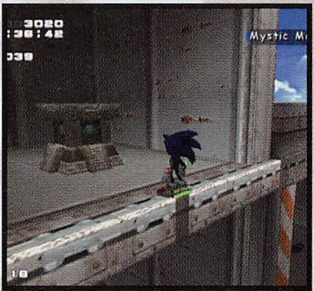


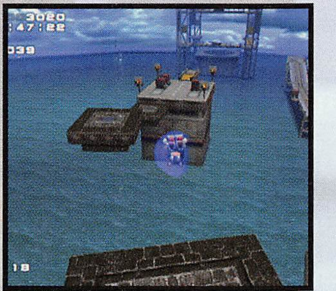
2nd Mission: Collect 100 Rings

Collecting 100 rings in this stage should be fairly easy. To do so as quickly as possible, use your new light dash at every opportunity.

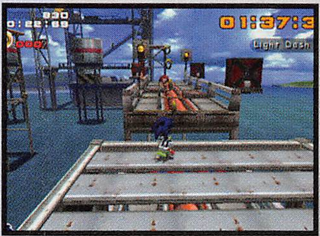
3rd Mission: Find the Lost Chao (Mystic Melody and Bounce Bracelet Required)

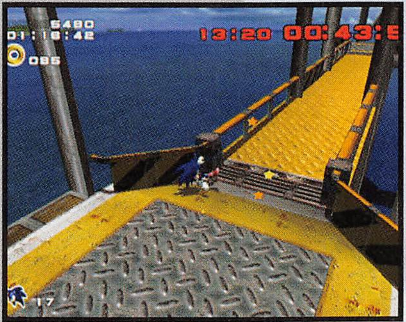
Stop at the ancient shrine in the top garage on the aircraft carrier, and play the Mystic Melody. Step out onto the platform that appears, and jump onto the roof of the adjacent garage. To reach the next platform, you have to use your bounce attack. From there, jump along the series of identical platforms until you reach a small isolated road, at the end of which is the lost Chao.





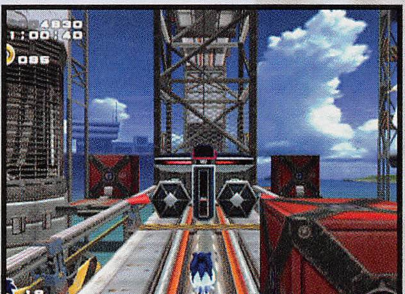
4th Mission: Reach the Goal within 2:00





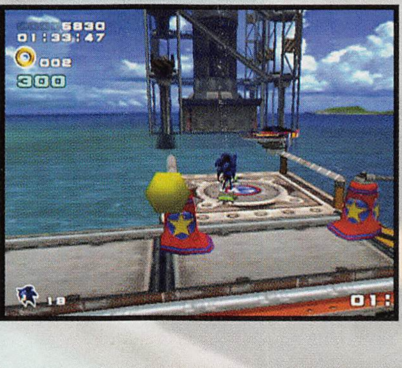
This mission may seem difficult, but there is a shortcut that can help. Climb up onto the roof you used to reach the first Chao Box, and perform a light dash. This allows you to bypass a sizable chunk of the stage. Also, when you fall off the shuttle at the end and enter the tunnel, avoid running into walls—it slows you down substantially.

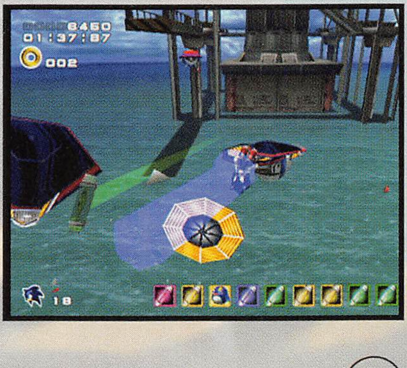
5th Mission: Clear Hard Mode



Not only are there robots where there were none before, but they fire much more rapidly than usual. Proceed with caution or risk a final resting place next to a hideous fern.

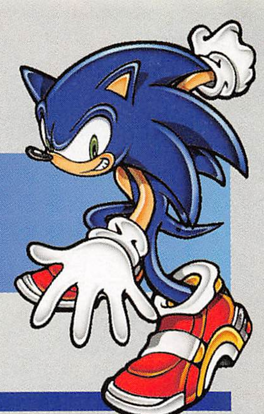
Other than the addition of a few new enemies and the disappearance of some rings, there's only one difference of note in this mission: The rocket you used to reach the shuttle launch pad is no longer there. Instead, you have to homing attack enemies across the water. The next enemy in the series only appears after you've destroyed the previous one.

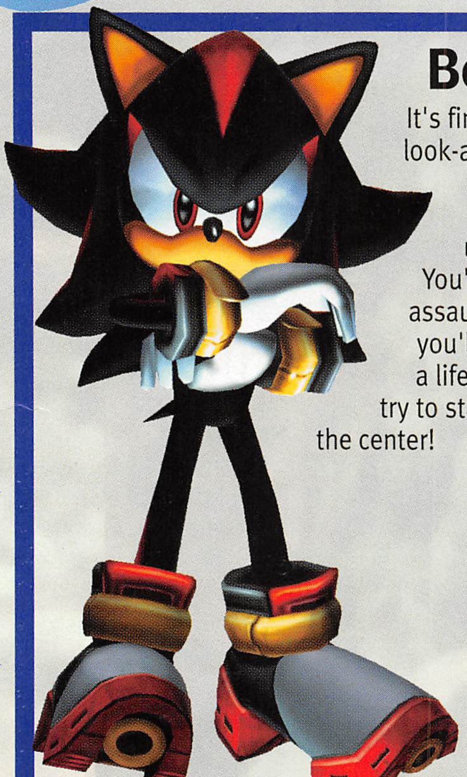




HERO STORY

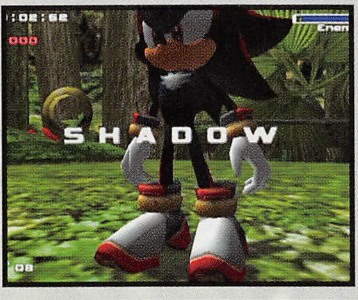
5 Green Forest

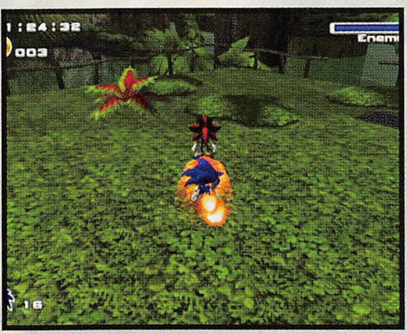




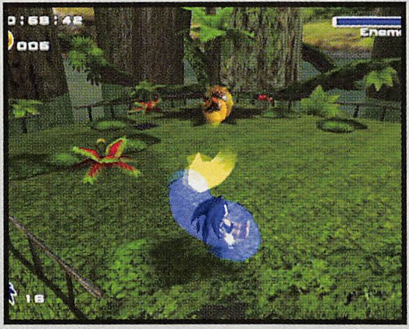
BOSS: SHADOW

It's finally time for Sonic to do battle with his new look-alike. There are two ways to hurt Shadow: either hit him with a homing attack from behind, or simply somersault into him. If you see him jump up to hit *you* with a homing attack, get moving! You'll probably also need to jump to deflect his assault. The battlefield is very small and if you fall off you'll lose a life. So try to stay in the center!





Whenever Shadow's back is turned to you, take the opportunity to strike as quickly as possible. Just be careful not to bounce off the platform.

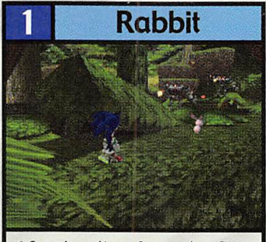


If Shadow jumps, it probably means he's about to launch a homing attack. Jump up to meet him, and he'll bounce harmlessly off of you.

Small Animals Found in This Stage:

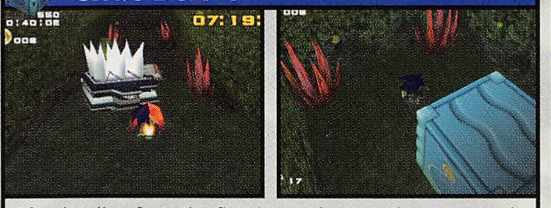
Rabbit	swim +0	fly +8	run +40	power -16
Raccoon	swim +20	fly +16	run +4	power +8
Parrot	swim +0	fly +48	run -20	power +4
Cheetah	swim -8	fly -8	run +40	power +8
Half-Fish	swim +32	fly +0	run +8	power +24

1 Rabbit



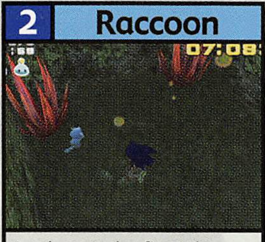
After landing from the first jump plate, look behind the moss-covered log to your immediate right.

Chao Box #1



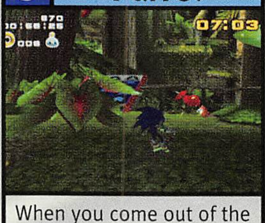
After landing from the first jump plate, you're presented with a tunnel straight ahead and some platforms to your left. Head through the tunnel, and eventually you'll encounter a Rhino Spike patrolling a shallow pool of water that's flowing into a small cranny on the right. Somersault under that cranny to find the first Chao Box.

2 Raccoon



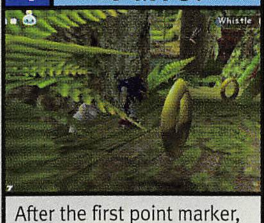
Look near the first Chao Box in the aforementioned cranny.

3 Parrot



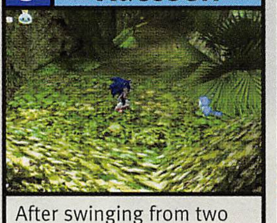
When you come out of the tunnel where you found the first Chao Box, look near the big red flower to the right of the following jump plate.

4 Parrot



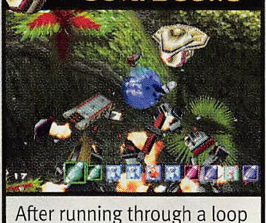
After the first point marker, you'll swing from a short vine onto a high path. Drop down to the lower path below, and whistle near the pipe on its left-hand wall.

5 Raccoon



After swinging from two more vines, look around the fern to the right of where you land.

Gold Beetle



After running through a loop and launching from a jump plate, you drop down a hole into a multi-tiered room. It appears before the first set of dash panels in this room.

Green Forest Mission Rankings:

	Mission 1
A	15000 pts.
B	13000 pts.
C	12000 pts.
D	9000 pts.

	Mission 2
A	under 2:30
B	under 3:00
C	under 3:30
D	under 4:00

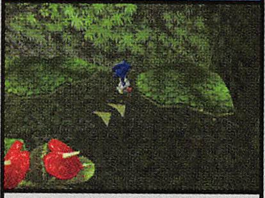
	Mission 3
A	under 1:30
B	under 2:00
C	under 2:30
D	under 3:00

	Mission 4
A	12000 pts.
B	10000 pts.
C	9000 pts.
D	7000 pts.

LIMIT - 4:00

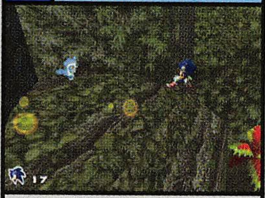
	Mission 5
A	12000 pts.
B	10000 pts.
C	9000 pts.
D	8000 pts.

6 Parrot



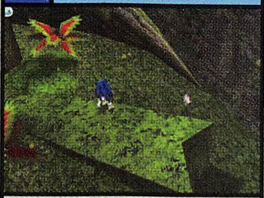
Take the first set of dash panels in this large room, and whistle near the bush in the far right-hand corner of the second level.

7 Raccoon



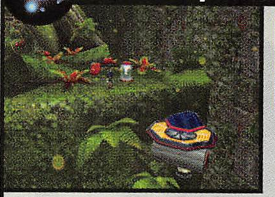
Look on top of the huge moss-covered log just to the left of the second set of dash panels in this large room.

8 Rabbit



After using the second set of dash panels and bouncing from a spring, you land on the top level of this room. Look behind the moss-covered log to the far right.

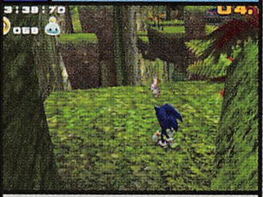
Level-Up Item: Ancient Light



Imbues Sonic with the light attack. Hold down the B Button as if charging a spin dash, and release it when Sonic stands up. Every enemy in sight will be defeated at light speed.

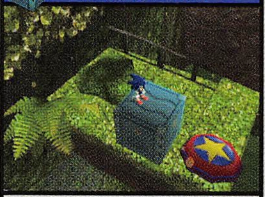
Walk toward the camera to the edge of the third level in the large, multi-tiered room, and you should see an enemy floating. Do a homing attack on him, then immediately do another on the item box behind him, and then one on the item box on top of the platform. You'll see the Ancient Light right next to you.

9 Rabbit



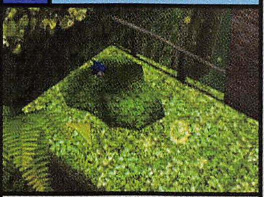
Following the second point marker, you'll swing from a long vine that drops you onto a platform with a partially hollowed-out tree. Look in the far left corner.

Chao Box #2



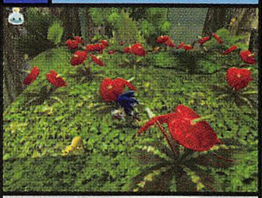
From the far edge of the hollowed-out tree platform, drop to a small platform below. The second Chao Box is on this small platform, right next to a spring.

10 Rabbit



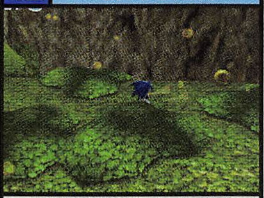
Whistle at the bush on the small platform where you found the second Chao Box.

11 Cheetah



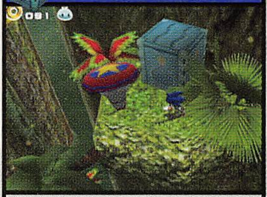
Look behind the moss-covered log at the beginning of the path that leads to the third point marker.

12 Cheetah



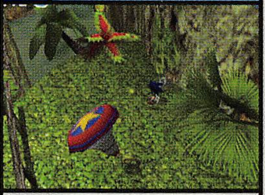
Following the third point marker is a 360-degree loop that leads to a spring and a 10-ring item box. Whistle near the bush to the right of this spring.

Chao Box #3



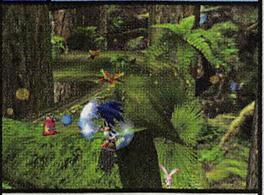
Bounce from the spring near where you found animal #12, and then from another spring, onto a small platform with a third spring and the final Chao Box.

13 Rabbit



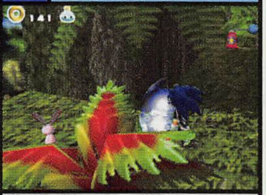
Bounce from the spring next to Chao Box #3, and you land on a platform with yet another spring and a pipe to its right. Whistle near the pipe.

14 Rabbit



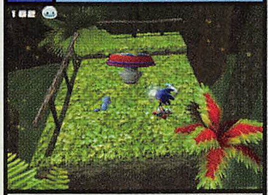
Look behind the moss-covered log just before the fourth point marker.

15 Rabbit



There's a series of arches that precedes the fifth point marker. Look to the left between the third and fourth arch.

16 Raccoon



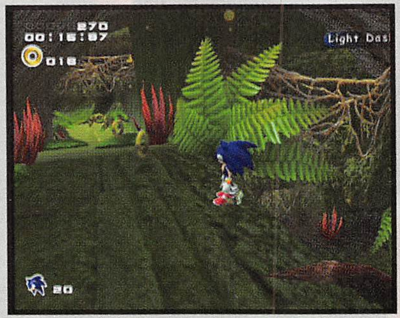
When you get to the collapsing ground, make your way to the farthest segment on the left. When it stops falling, look on the small platform in front of you.

1st Mission: Escape from the Island in 8 Minutes

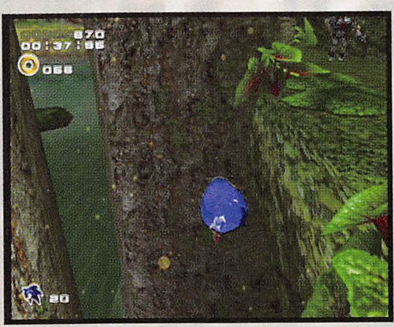
You have eight minutes to clear this stage, which gives you ample time to explore its many nooks and crannies. Be careful of the stretch just before the goal, because sections of the ground collapse beneath you. Quickly jump from one section to another. If you miss the last section, be sure to hit the spring before falling to your doom.

2ND MISSION: COLLECT 100 RINGS

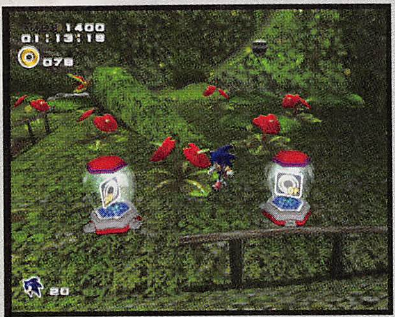
There are plenty of rings in this stage, but there are a couple of strategies for quickly collecting 100.



After coming out of the first half-pipe, instead of going straight ahead toward the enemies, take the spring to the left to find a long row of rings to light dash across.

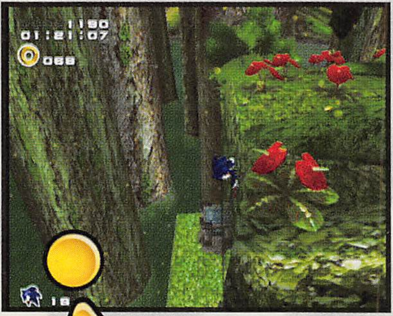


After swinging off the first vine, drop to the lower level, where there are more rings than there are up top.



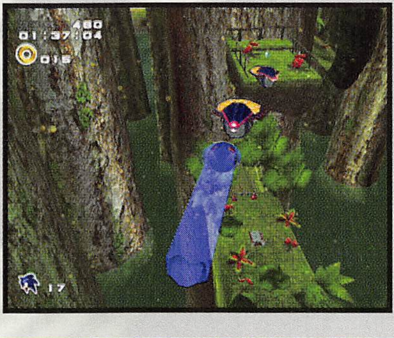
Finally, on the second level of the large, multi-tiered room, face the screen and walk toward the edge to find two item boxes containing a total of 30 rings. At this point, you should have 100 rings.

3RD MISSION: FIND THE LOST CHAO
(BOUNCE BRACELET AND MYSTIC MELODY REQUIRED)



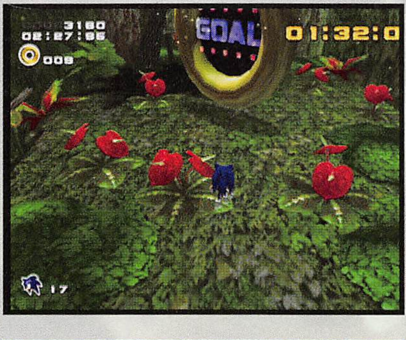
At the very beginning of the path that leads to the third point marker, look down and to the left to see a hidden platform with an ancient shrine. Play the Mystic Melody at this shrine to make three platforms appear. Because they're so high, you have to use your bounce attack to reach the last two.

From the last one, jump forward and homing attack the two enemies to land on the platform where the Chao is.

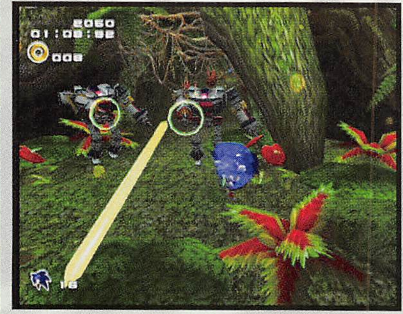


4TH MISSION: REACH THE GOAL WITHIN 4:00

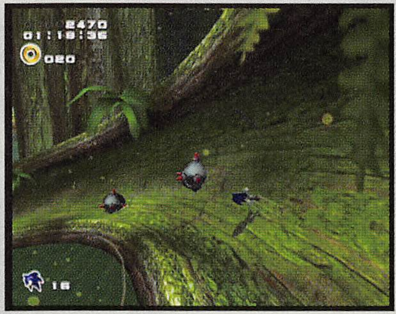
Successful completion of this mission is shockingly easy. Just stay on the main path and don't lollygag.



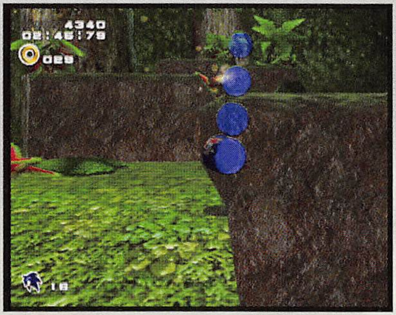
5TH MISSION: CLEAR HARD MODE



As usual, more enemies have been added to the Hard mode version of this level. This stage also has a couple of other new twists that make things more difficult.



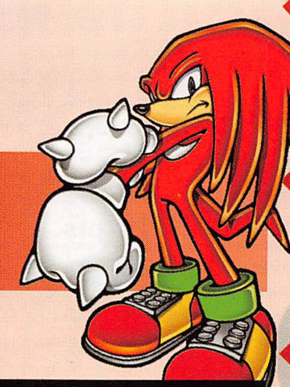
First, the half-pipes have now been lined with spiked balls. Be very careful not to run into them; doing so could knock you into the water.



The other change is that the land just before the goal now sinks much faster. Use your bounce attack quickly to make your way up.

HERO STORY

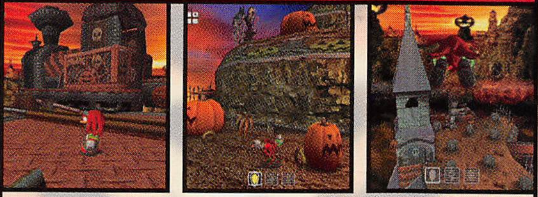
6 Pumpkin Hill



Small Animals Found in This Stage:

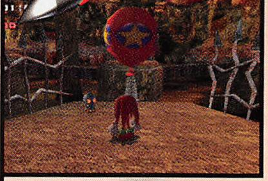
Animal	swim	fly	run	power
Cheetah	-8	-8	+40	+8
Bat	+8	+40	+8	+8
Boar	-4	-12	+32	+16
Skel. Dog	+8	+8	+32	+16
Half-Fish	+32	+0	+8	+24

Note

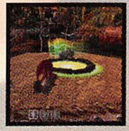


This stage is primarily made up of three large mountains. To the east of the starting point is Ghost Train Mountain, to the southeast is Pumpkin Mountain, and to the west is Church Mountain. The name for each mountain describes what you'll find at its summit.

Level-Up Item: Shovel Claw

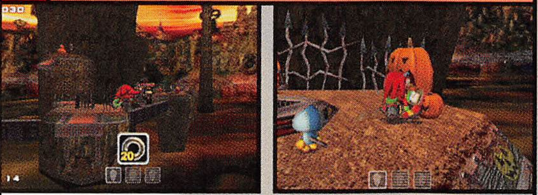


Allows Knuckles to dig into the ground or walls. To dig into the ground, either press the Y Button until "Dig" appears in the upper right-hand corner of the screen, and then press the B Button; or simply press the B Button while in mid-jump. To dig into a wall, cling to it and press the B Button.



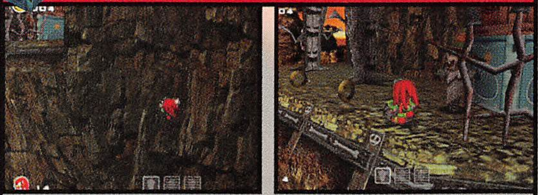
Knuckles' most important upgrade, the Shovel Claw, is straight ahead across the narrow beam at the beginning of the stage.

1 Cheetah



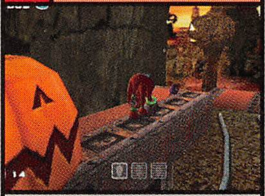
After grabbing the Level-Up Item, turn around and head toward Pumpkin Mountain. On the platform just in front of it, you'll see a rocket, an Omochao, and some pumpkins. Pick up the small pumpkin.

Chao Box #1



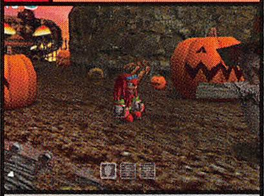
Jump onto Pumpkin Mountain from the platform where you found the Cheetah, and climb up and slightly to the left. The first Chao Box is on a ledge with two trees and a scarecrow.

2 Bat



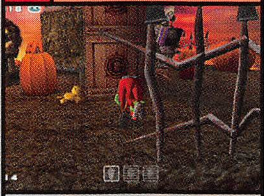
Climb to the left of where you found the first Chao Box, and look next to the pumpkin on the ledge just above the train tracks.

3 Bat



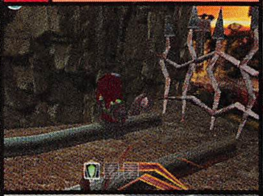
Climb up to the first of three levels at the summit of Pumpkin Mountain. Pick up the small pumpkin behind the solo scarecrow.

4 Cheetah

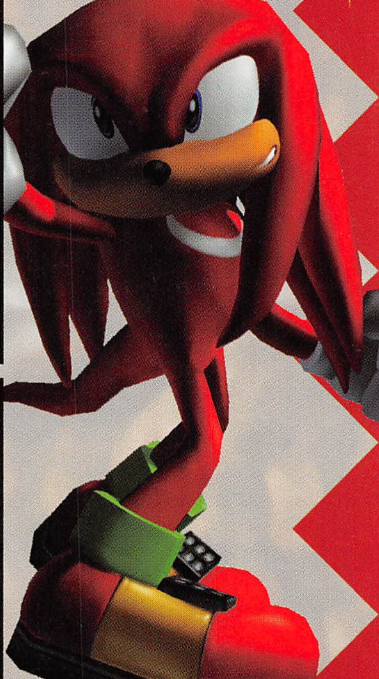


Look near the wooden crates on the second level of the summit atop Pumpkin Mountain.

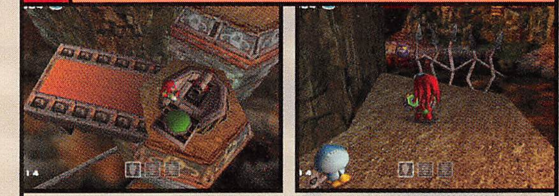
5 Cheetah



Glide over to Church Mountain and land on the ledge with the train tracks, about halfway up. Whistle next to the pipe on said ledge.

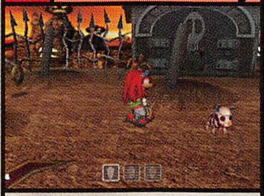


6 Bat



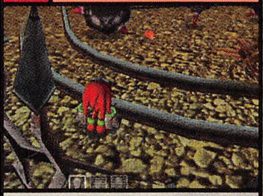
Climb along the mountain to the right of the train tracks, and you'll see a platform with a missile on it. Launch the missile to break open the cage on the platform ahead.

7 Skeleton Dog



Climb to the summit of Church Mountain and look around the tombstones in the center.

8 Boar



Make your way to Ghost Train Mountain, and look around the spiked balls near the circular train tracks on the bottom ledge.

PUMPKIN HILL MISSION RANKINGS:

	MISSION 1
A	12000 pts.
B	10000 pts.
C	8000 pts.
D	6000 pts.

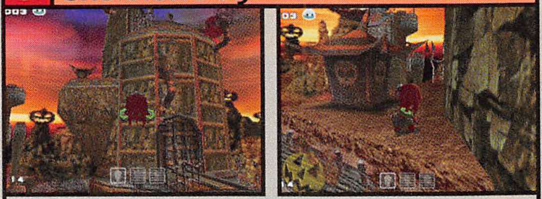
	MISSION 2
A	under 3:00
B	under 3:30
C	under 4:00
D	under 5:00

	MISSION 3
A	under 1:00
B	under 1:30
C	under 2:00
D	under 3:00

	MISSION 4	LIMIT - 3:00
A	13000 pts.	
B	11000 pts.	
C	9000 pts.	
D	7000 pts.	

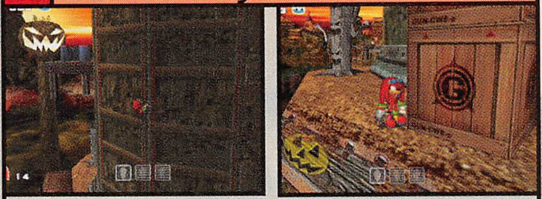
	MISSION 5
A	16000 pts.
B	14000 pts.
C	12000 pts.
D	10000 pts.

9 Skeleton Dog



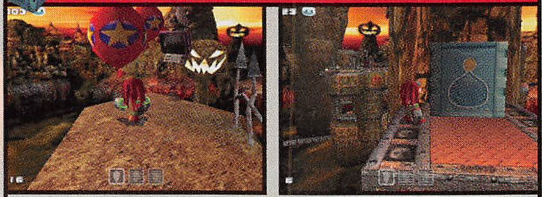
Go to the center of Ghost Train Mountain, where the turntable is. From there, climb the section of the mountain closest to Church Mountain (you'll be able to see it in the background). Break the hut on the first ledge to the left, and pick up the revealed skull.

10 Skeleton Dog



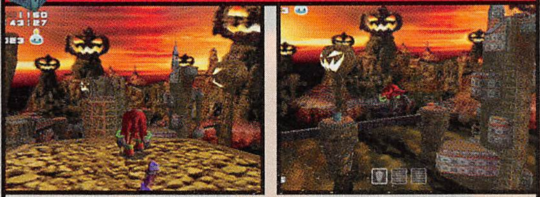
Keep working your way left around Ghost Train Mountain, and start to climb down. You come to a ledge below with two wooden crates and a tree. Break open the crates.

Chao Box #2



Climb up to the summit of Ghost Train Mountain, and you see a series of balloons. Glide across them to reach a tall column with a stone jack-o-lantern on top. Climb down around the back of the column, and you see a ledge where the second Chao Box is.

Chao Box #3



Glide from the top of the column where you found the second Chao Box toward the center of the stage between all three mountains. You see a platform about halfway up, almost directly in the center, atop which is the final Chao Box.

1ST MISSION: FIND 3 PIECES OF THE MASTER EMERALD

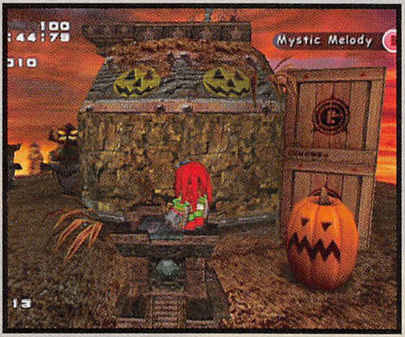
As always, the Master Emerald pieces are randomly placed, but now they can be hidden underground or behind walls. Therefore, you want to pick up the Shovel Claw upgrade (see above) before doing anything else. After that, keep your eyes peeled and pay close attention to that radar.

2ND MISSION: COLLECT 100 RINGS

This mission can be a bit difficult, but if you make a beeline for the balloons (each contains 5–20 rings) and any item boxes containing rings, you can collect 100 in under three minutes.

3RD MISSION: FIND THE LOST CHAO

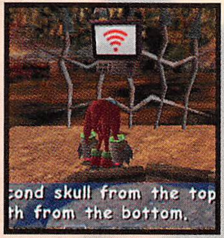
(MYSTIC MELODY REQUIRED)

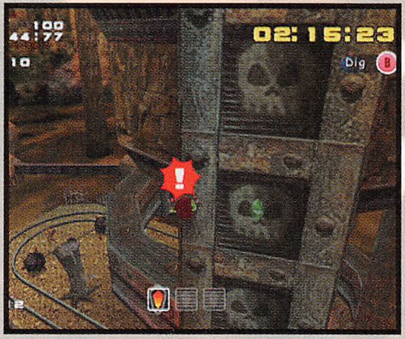


Simply play the Mystic Melody at the shrine atop Pumpkin Mountain and glide across the platforms that appear. You'll find the little guy waiting for you in a pumpkin patch.

4TH MISSION: COLLECT THE EMERALD PIECES IN 3:00

This mission can be extremely difficult. You'll probably need to practice and learn the layout of Pumpkin Hill. Consult every computer for hints on where to find the pieces. The bonus points you receive for coming in a few seconds under the time limit far outweigh the penalties for using the computers.

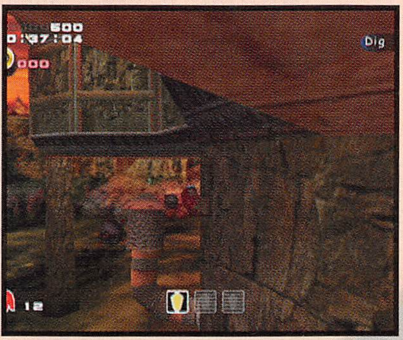

cond skull from the top
th from the bottom.

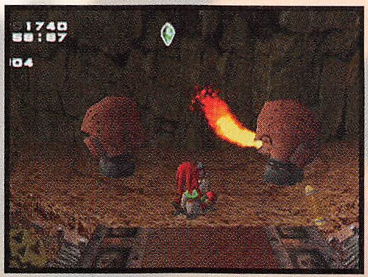


5TH MISSION: CLEAR HARD MODE

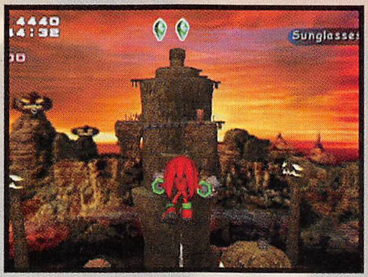
(SUNGLASSES REQUIRED)

Glide to Ghost Train Mountain and make your way to the turntable. From there, climb straight down the side of the mountain in the direction the back end of the train is facing. When you come to the chimney pipe, manipulate the camera with the R Button. You should see the Emerald piece floating above a mechanism swinging spiked balls. Glide over and grab it.





The next piece is near the bottom of Pumpkin Mountain. On the side facing away from the center of the stage, there's a platform where you find two skulls breathing fire. The Emerald is in the wall at the point where their flames meet. Simply wait for them to stop, and dig in.



For the last piece, head to Church Mountain. Climb up toward the tip of the steeple and try to balance on top of it by just barely tapping the Control Stick. At the top, put on your Sunglasses. A spring appears beneath your feet, launching you into the air. At the height of your launch, glide straight forward to grab the Emerald.

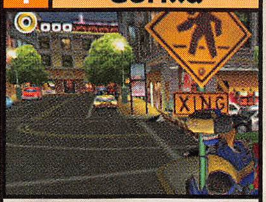
HERO STORY

7 Mission Street

Small Animals Found in This Stage:

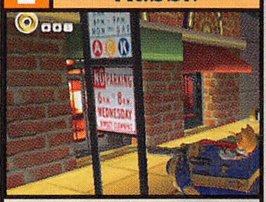
Boar	swim -4 fly -12 run +32 power +16
Gorilla	swim -4 fly -8 run +4 power +40
Sheep	swim +8 fly +8 run +16 power +16
Rabbit	swim +0 fly +8 run +40 power -16
Phoenix	swim +12 fly +32 run +4 power +16

1 Gorilla



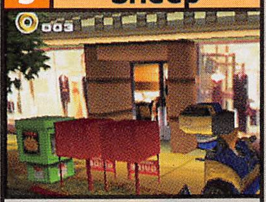
Whistle near the red newspaper stand to the right of the starting point.

2 Rabbit



Walk down the street a bit until you come to the first corner. Once there, look around the "No Parking" sign on the left-hand side of the road.

3 Sheep



Turn the corner, and whistle near the lamppost on the right-hand side of the road just before you enter the first tunnel.

MISSION STREET MISSION RANKINGS:

MISSION 1	
A	25000 pts.
B	22000 pts.
C	17000 pts.
D	13000 pts.

MISSION 2	
A	under 3:30
B	under 4:00
C	under 4:30
D	under 5:00

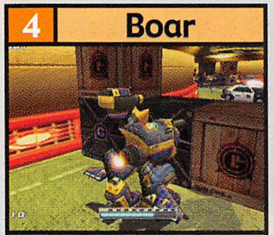
MISSION 3	
A	under 3:20
B	under 3:40
C	under 4:00
D	under 5:00

MISSION 4	
A	22000 pts.
B	20000 pts.
C	18000 pts.
D	15000 pts.

LIMIT - 3:30

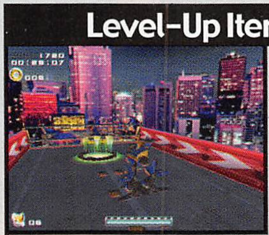
MISSION 5	
A	30000 pts.
B	26000 pts.
C	22000 pts.
D	18000 pts.

4 Boar



Walk down the tunnel a ways, and you'll see a wooden crate resting atop two metal boxes. Destroy the crate and jump onto the metal boxes.

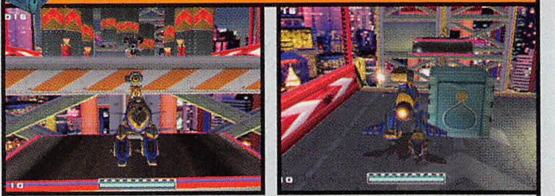
Level-Up Item: Booster



This incredibly useful item allows you to hover by holding down the A Button during a jump. Use it to get across large gaps.

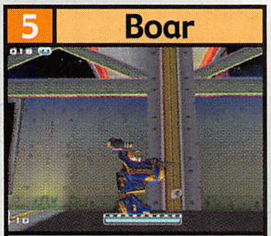
As you exit the tunnel, the road ahead of you starts to crumble. Drop down to the road below, and walk forward until you see a barricade on your left. Jump over the barricade to obtain the Booster.

Chao Box #1



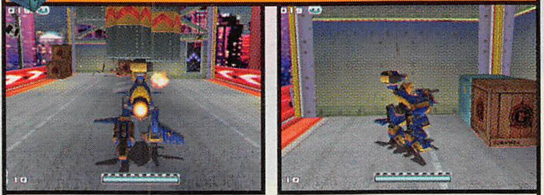
Use your new hovering ability to cross the gap ahead, and then jump onto the giant falling weight on the other side. As it lifts you to the top, turn and hover toward the screen. You land right next to the first Chao Box.

5 Boar



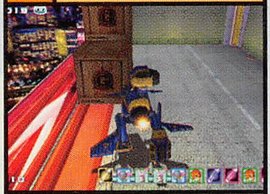
Return to the giant falling weight and whistle near the pipe beneath it. Don't try this until just after the weight begins its ascent, or you'll get flattened.

Chao Box #2



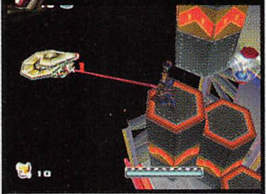
Jump on top of the giant falling weight again, and this time proceed forward after it lifts you up. Before climbing the elevators ahead, walk into the little nook to their left and break the wooden crates. The second Chao Box is hidden behind them.

6 Boar



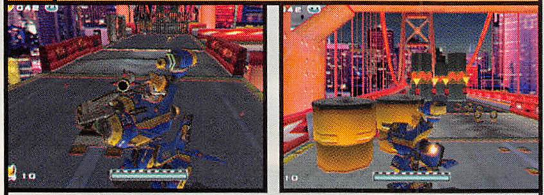
Smash all of the wooden crates to the left of where you found the second Chao Box.

Gold Beetle



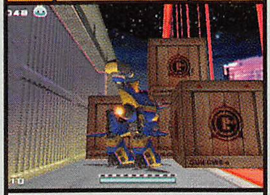
Appears on the left-hand side of the screen as soon as you set foot on the fifth elevator.

7 Boar



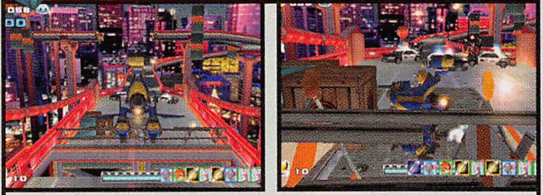
After passing the first point marker and avoiding some bombs, you come to a bunch of metal cages blocking the road. Use the missile behind you to get by, and then break the yellow bins to the left just ahead.

8 Sheep



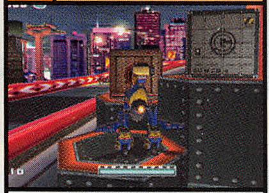
Go straight until you reach an elevated section of the road. Destroy the wooden crates to the right of this section, and whistle near the revealed pipe.

Chao Box #3



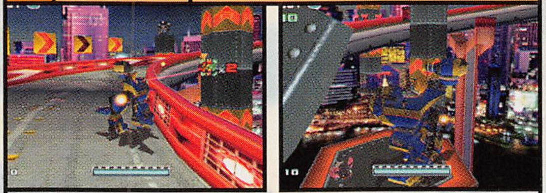
After hovering across from the elevated section of the road mentioned previously, break the wooden crates on the left-hand side of the road you land on to find the third Chao Box.

9 Rabbit



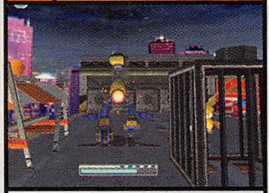
Continue forward, and you'll come to a giant suspended weight with three metallic pillars to the right. Break the iron container atop these pillars.

10 Sheep



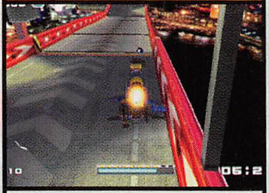
After passing the giant weight, knock down the first metallic pillar on your right by locking onto the attached dynamite packs. Jump onto the bottom half of the now-broken pillar.

11 Phoenix



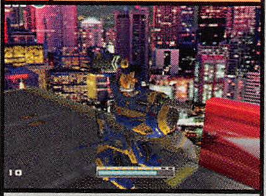
Before passing through the second point marker, break open the cage to its right. The missile to do so is hidden behind the iron containers to its left.

12 Gorilla



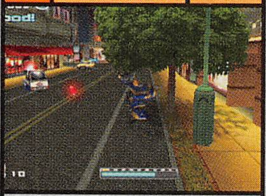
Look along the right-hand side of the road just after the second point marker.

13 Boar



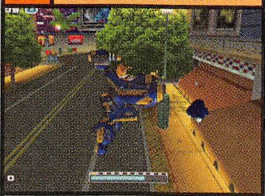
Hover across the crumbling road after grabbing the previous gorilla, and whistle near the pipe to the right of where you touch down.

14 Sheep

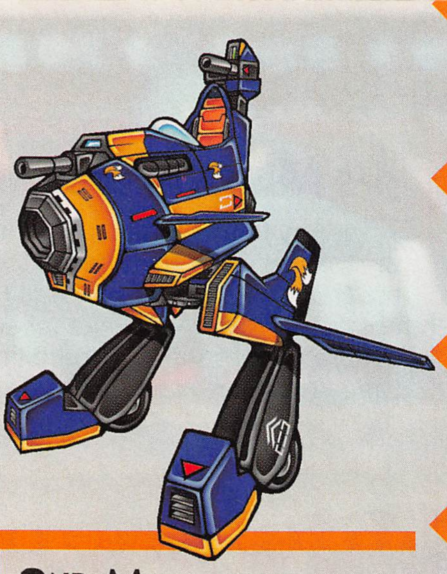


After emerging from another tunnel and entering the city again, whistle near the first tree on your right.

15 Gorilla

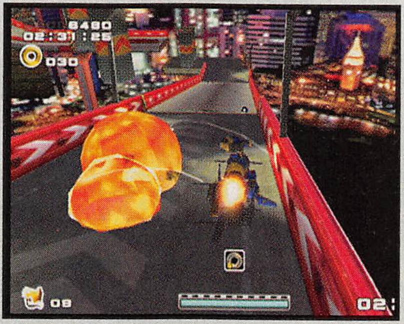


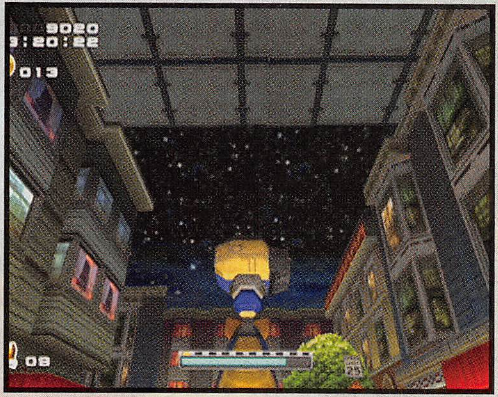
On the final stretch of road just before the goal ring, look on top of the yellow shades to your right.



1ST MISSION: ELUDE ENEMY PURSUIT

In addition to causing massive destruction to the city, Tails will find the Booster item in this stage (see above). Practice using it on safe ground, because you'll need it later to cross large gaps. Also, whenever you hear jets approaching, stay along the side of the road to avoid being hit by their bombs.

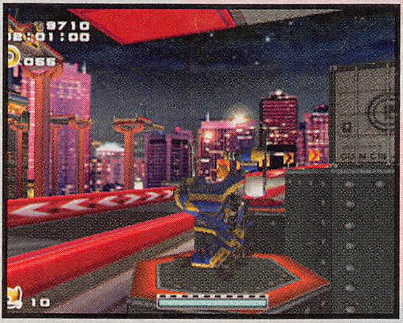




When walking beneath the bridges towards the end of the stage, the camera view shifts to show that they're about to collapse on top of you. Try not to become disoriented, and keep moving to avoid taking damage.

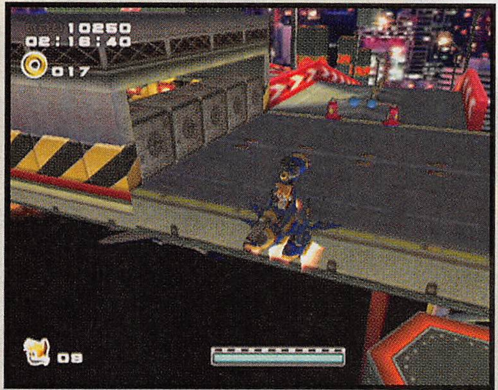
2ND MISSION: COLLECT 100 RINGS

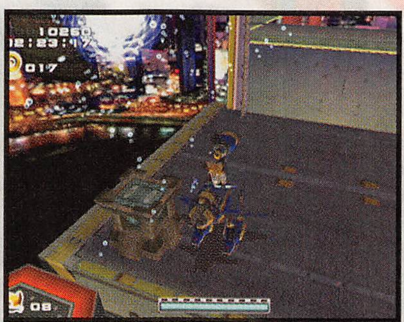
The best philosophy for successfully completing this mission is to take your time. If you're hit even once, it becomes almost impossible to collect 100 rings. Also, before walking under the giant suspended weight, break the wooden crate on the right and hit the switch to prevent the weight from falling on you.

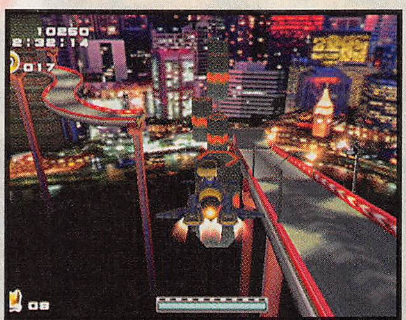


3RD MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)

As you approach the second point marker, turn back toward the screen, and drop down. Hover to descend slowly, and you'll see a ledge below with an ancient shrine on it. Playing the Mystic Melody atop this shrine causes a blue swirl to appear; it transports you to a row of floating elevators. Jump and hover across them to find Mission Street's lost Chao.



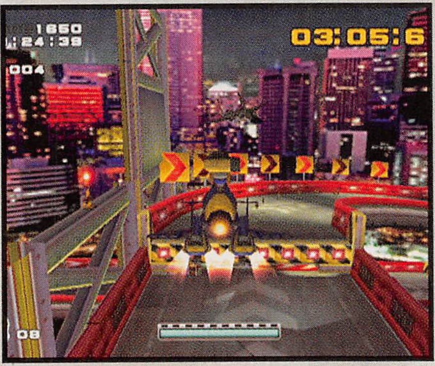




4TH MISSION: REACH THE GOAL WITHIN 3:00

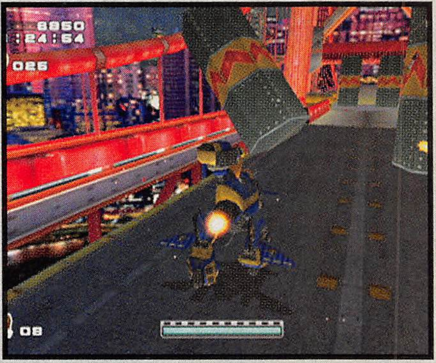
The key to this mission is to move constantly. If you've picked up the Laser Blaster upgrade (and you should have by now), just lay into the B Button as fast as you can throughout the stage to destroy any obstacles in your path without slowing down.

Hover across the first crumbling road to save precious seconds. Land on the left-hand side to avoid being hit by the falling bombs.

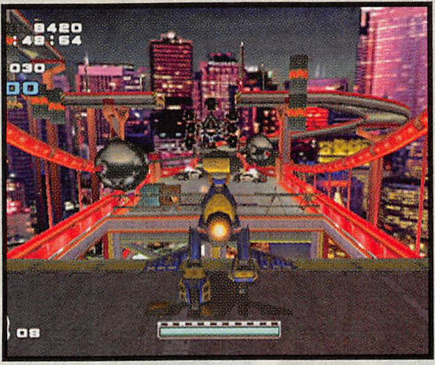


5TH MISSION: CLEAR HARD MODE (BAZOOKA REQUIRED)

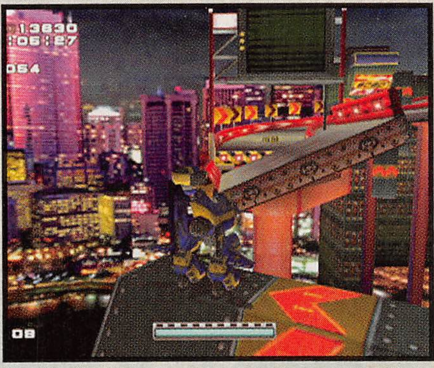
There are a few more changes to this stage's Hard mode than you're accustomed to. Extra enemies have been added as usual, but there are also a few tricky structural differences.



First, the jets may blow out the road ahead before you have a chance to cross, so knock over the metal pillar to your right and hover across from the top of it.



There's also a new mechanism swinging spiked balls in the middle of this gap. Destroy the enemy behind it before hovering over.

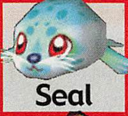


The final point of caution is to jump onto this fallen beam and wait to hover toward the moving platform until it's tipped down to the left.

HERO STORY

8 Aquatic Mine

Small Animals Found in This Stage:



Seal
swim +40
fly -16
run +0
power +8

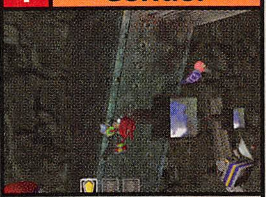
Condor
swim +20
fly +60
run -24
power +16

Skunk
swim +8
fly +12
run +16
power +12

Penguin
swim +36
fly +12
run +8
power -24

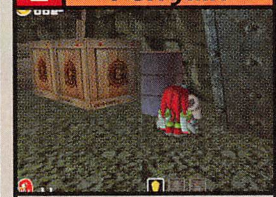
Dragon
swim +20
fly +4
run +8
power +32

1 Condor



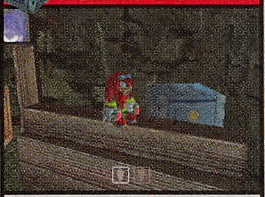
Climb up the large central structure straight ahead, and take the pulley to the top floor. Once there, look on top of the torch behind you.

2 Penguin



Whistle next to the pipe near the ancient shrine and the two wooden crates on the top floor.

Chao Box #1

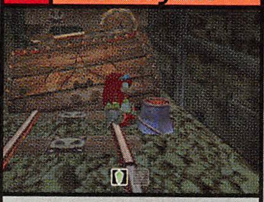


The first Chao Box is hidden behind the stack of lumber in the far right-hand corner of the top floor (relative to where you entered).

AQUATIC MINE MISSION RANKINGS:

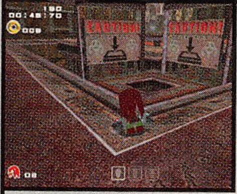
	MISSION 1	MISSION 2	MISSION 3	MISSION 4 (LIMIT - 3:30)	MISSION 5
A	14000 pts.	under 1:50	under 1:00	14000 pts.	15000 pts.
B	11000 pts.	under 2:30	under 1:30	12000 pts.	13000 pts.
C	10000 pts.	under 3:00	under 2:30	10000 pts.	10000 pts.
D	9000 pts.	under 4:00	under 4:00	8000 pts.	9000 pts.

3 Penguin



Play the Mystic Melody near the aforementioned ancient shrine. Go through the shaft that opens, and pick up the bucket behind the overturned mine carts.

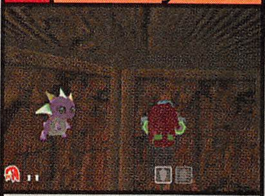
Level-Up Item: Air Necklace



The Air Necklace allows Knuckles to breathe underwater. Works automatically.

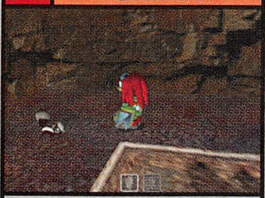
While still on the top floor, lower the water level to three by hitting the marked switch. Once that's done, drop down to the main room below and dive into the mineshaft in the northwest corner (all directions are relative to the starting point). You must navigate the tunnels quickly to avoid running out of air. When you come out of the last tunnel (tap A to quickly swim to the surface), the Air Necklace is waiting for you.

4 Dragon



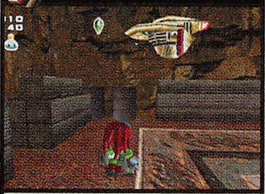
Climb around the tops of the walls in the small circular room where you found the Air Necklace.

5 Skunk



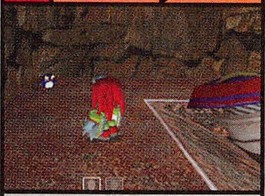
Head back to the main room, climb to the third floor, and look in the corner to the left of where you started.

Gold Beetle



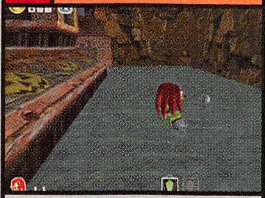
This appears in the northwest corner of the main room on the third floor. A thousand points come in mighty handy if you're trying to score an A.

6 Penguin



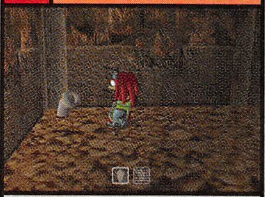
Drop down to the second floor and look in the southwest corner next to the spring.

7 Seal



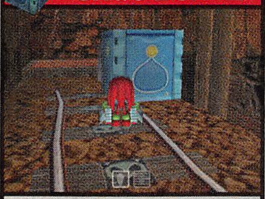
Drop down to the bottom floor and look along the middle of the eastern wall.

8 Skunk



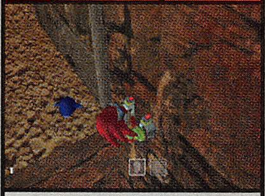
Enter the mineshaft in the southern wall of the bottom floor and whistle near the pipe just inside.

Chao Box #2



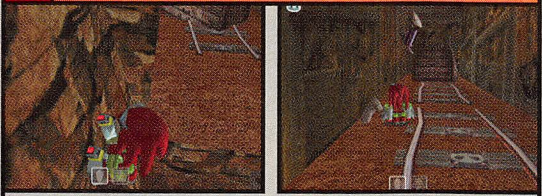
The second Chao Box is in the same mineshaft, just around the corner from where you found the previous skunk.

9 Penguin



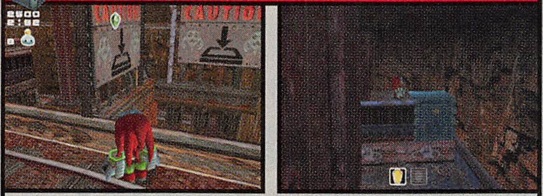
A couple of steps past the second Chao Box, there's a horizontal dead end. Climb up it and look near the entrance of the tunnel to your left.

10 Skunk



Jump back onto the wall above the dead end, and climb a couple of more steps until you come to a tunnel on your right. Break the first overturned mine cart in the tunnel, and whistle near the revealed pipe.

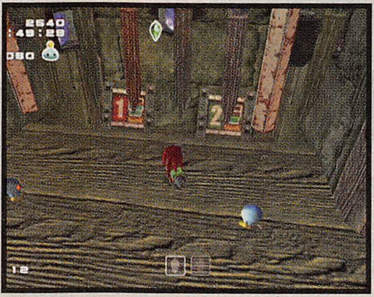
Chao Box #3

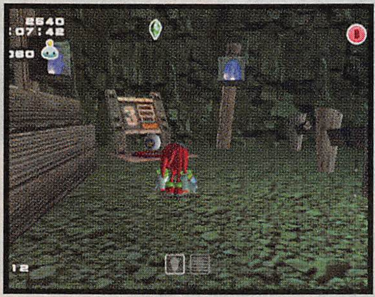


Keep going down the same tunnel, and you'll emerge from the western wall on the second floor of the main room. Climb up to the third floor and drop down the mineshaft in the southeast corner. You'll come to a small room, and the final Chao Box is atop the rafter in the far right-hand corner from where you entered.

1ST MISSION: FIND 3 PIECES OF THE MASTER EMERALD

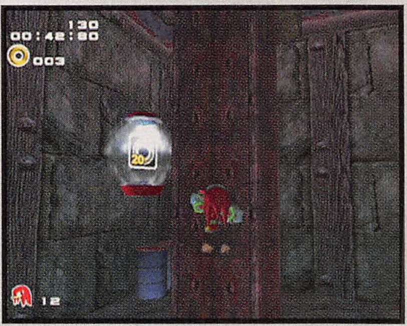
The water in Aquatic Mine can be raised and lowered to three different levels: one is the highest and three the lowest. Switches one and two are in the alcove behind you when you start the level. To get to switch three, take the pulley straight ahead to the top floor.



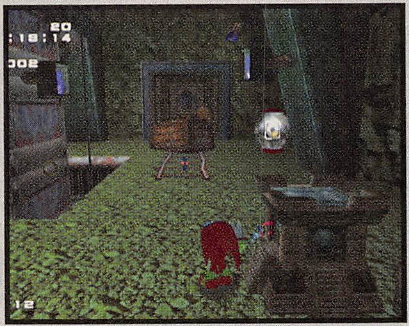


2ND MISSION: COLLECT 100 RINGS

The fastest way to do this is to first collect the rings around you, and then take the pulley up to the top floor. Grab the item box containing 10 rings, and hit switch three. Drop down and work your way through the shaft in the southeast corner of the main room. When you reach the small room where the third Chao Box was, look behind the support beam in the far right-hand corner to find an item box containing 20 rings. Climb out and go down the shaft in the northwest corner of the main room, where you found the Air Necklace. Those tunnels have enough rings to bring you to 100.

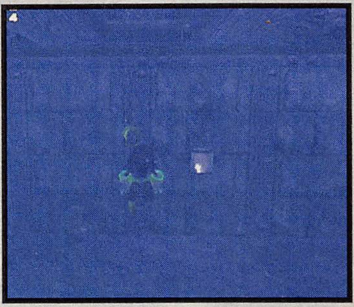


3RD MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)



With the water level at one, go to the top floor and play the Mystic Melody on the ancient shrine. Go through the shaft that opens, and dive into the water.

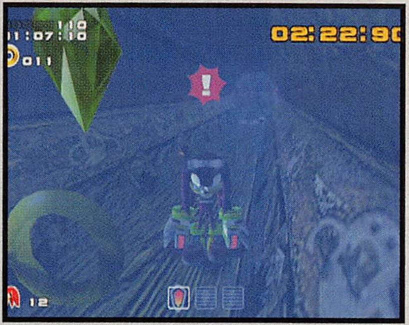
Find the vertical row of rings in the small room and follow it up through a tunnel. Swim to the pulley, take it up, and you'll see the lost Chao.



P-3a
TORNADE
SONIC
EVO

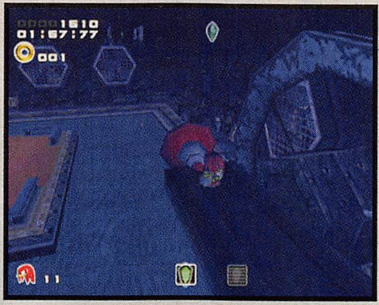
4TH MISSION: GET THE EMERALD PIECES IN 3:30

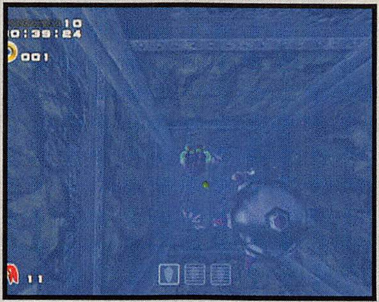
As always, keep a close eye on your radar and consult the computers for tips if you get stuck. Be sure to explore the mineshafts, which frequently house at least one Emerald piece.



5TH MISSION: CLEAR HARD MODE

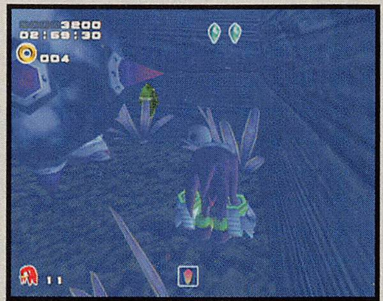
(SUNGLASSES REQUIRED)





Head for the large wheel in the northeast corner of the main room. Stand on the edge of its southern plank and put on your Sunglasses. A spring appears beneath your feet, launching you into the second piece.

With the water at level one, dive into the mineshaft along the western wall on the second floor and navigate the tunnels. There's only one route, so keep going until you find the Emerald at the dead end. Be careful of that final descent, though, because it's littered with spiked balls.

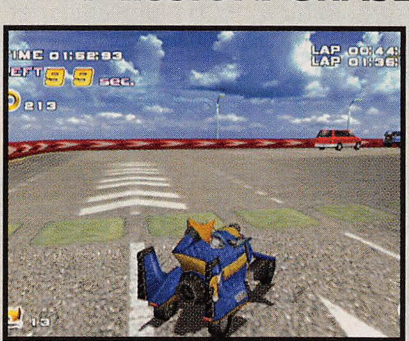


The final piece is near where the lost Chao was, but instead of taking the pulley, look behind the spiked ball nearby.

HERO STORY

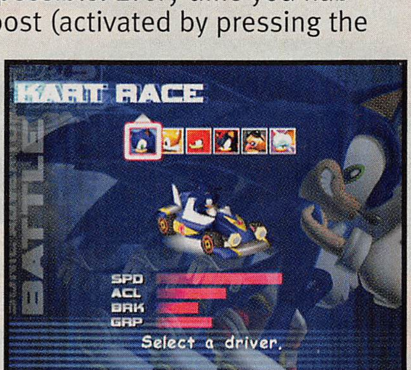
9 Route 101

1ST MISSION: CHASE THE PRESIDENT'S LIMOUSINE



This racing stage is a nice little diversion that marks the halfway point for the Hero story. The basic strategy is to avoid hitting walls and cars (of course) while collecting as many rings as possible. Every time you nab 20 rings, you're rewarded with a speed boost (activated by pressing the Y Button). Also, you can power slide around some of the tighter turns by letting up on the accelerator, beginning the turn, and then accelerating again. This can help you achieve a much better time.

There's no upgrade in this stage, but successful completion of the first mission opens the single-player Kart Race. Access it via the single-player menu on the title screen.

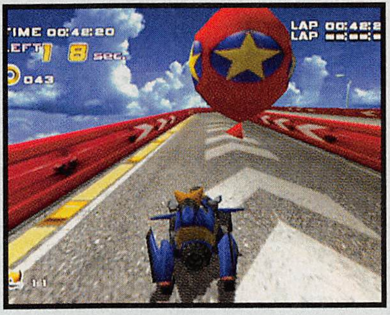


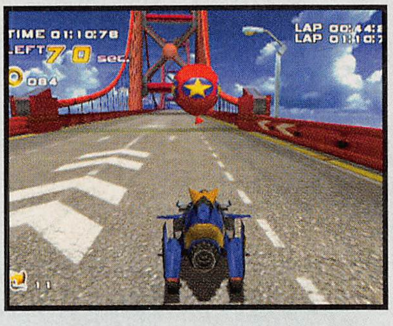
ROUTE 101 MISSION RANKINGS:

	MISSION 1	MISSION 2	MISSION 3	MISSION 4	MISSION 5
A	under 2:45	under 1:30	under 3:00	under 3:00	under 2:50
B	under 2:55	under 2:00	under 3:10	under 3:10	under 3:00
C	under 3:15	under 2:30	under 3:20	under 3:20	under 3:10
D	under 3:30	under 3:00	under 3:30	under 3:30	under 3:20

2ND MISSION: COLLECT 100 RINGS

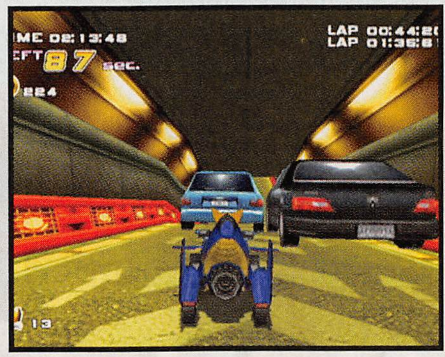
Follow the same strategy as above, and be sure to hit all of the balloons. Each one randomly contains between 10 and 40 rings. Avoid any catastrophic mistakes, and you'll complete this mission in no time.

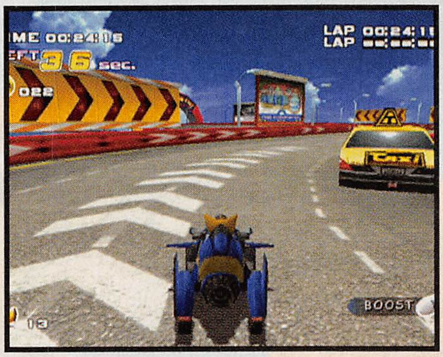

IME 00:42:20
EFT 1 8 sec.
043


IME 01:10:78
EFT 7 0 sec.
084

3RD MISSION: DON'T HIT OTHER CARS

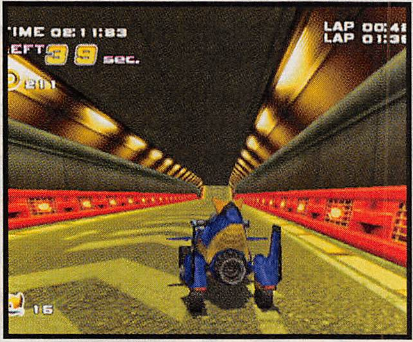
This may sound easy, but if you're not careful it can be extremely frustrating. Just take your time and don't be afraid to hit the brakes, even if you're trying to score an A. Three minutes is plenty of time.


ME 02:13:48
EFT 8 7 sec.
224
13

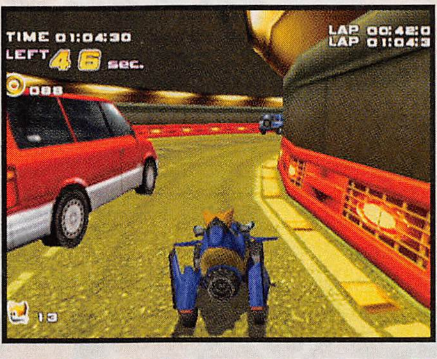

ME 00:24:16
EFT 3 6 sec.
022
BOOST
13

4TH MISSION: DON'T HIT THE WALLS

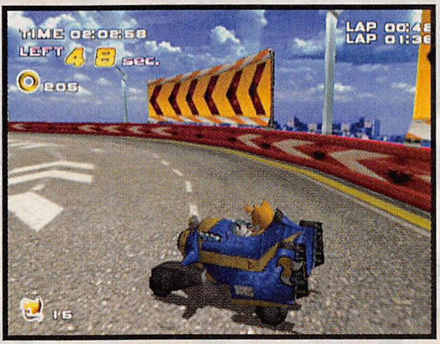
Everything from the above mission applies here. Additionally, don't try to power slide. Take the turns slowly, and only use the speed boost on straightaways. Again, three minutes is plenty of time.

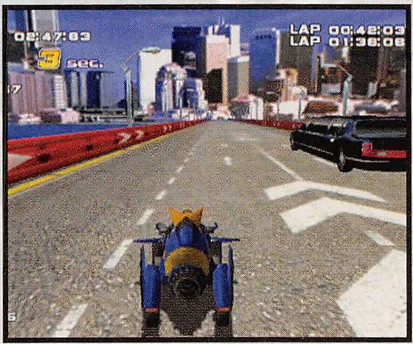

IME 02:11:83
EFT 3 9 sec.
16

5TH MISSION: CLEAR HARD MODE


TIME 01:04:30
LEFT 4 6 sec.
088
13

The bad news is that there are a lot more cars on the road, and they seem intent on cutting you off at every opportunity. The good news is that you can run into walls again, so power slide early and often. In fact, try to maintain a perpetual power slide. For some bizarre reason, doing so helps you maintain a higher top speed.


TIME 02:02:58
LEFT 4 8 sec.
205
16


02:47:83
3 sec.

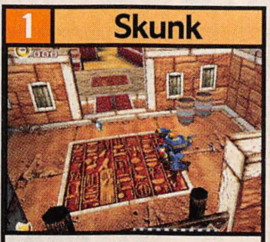
HERO STORY

10 Hidden Base

Small Animals Found in This Stage:

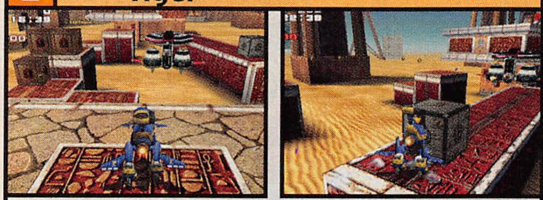
Skunk	swim +8 fly +12 run +16 power +12
Tiger	swim -8 fly -16 run +20 power +36
Penguin	swim +36 fly +12 run +8 power -24
Sea Otter	swim +44 fly -4 run +8 power -16
Skel. Dog	swim +8 fly +8 run +32 power +16

1 Skunk



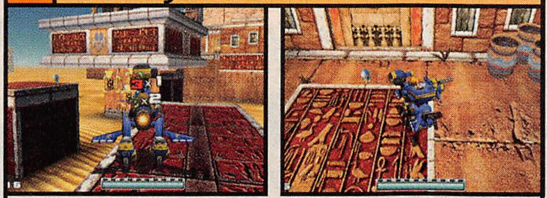
Look directly to the right of the starting point. The wall may be blocking your view, but the skunk is there.

2 Tiger



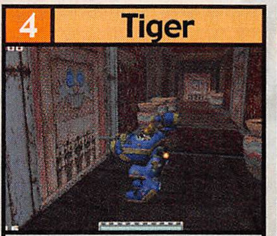
As you walk out onto the first platform, you see a fallen red pillar to your right with an iron container on top. Hover over to the pillar and break the container.

3 Penguin



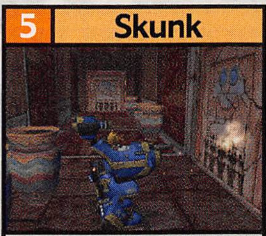
Lower the platform ahead by locking onto and destroying the attached dynamite packs. Hover onto it, and then, as you enter the next room, destroy the vases to the right.

4 Tiger



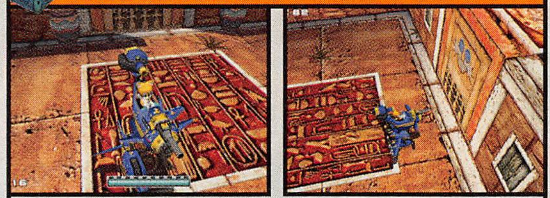
After progressing forward a bit, you come to a hallway lined with vases and doors. Break down the first door on your left.

5 Skunk



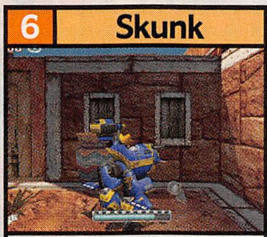
In the same hallway lined with vases and doors, smash through the only breakable door on the right.

Chao Box #1



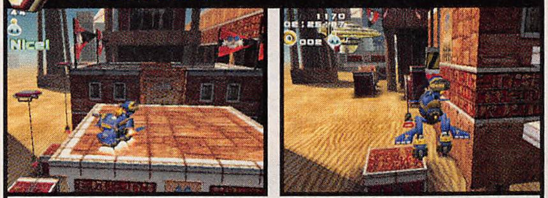
As you exit the hallway and enter the next room, the camera will shift to face the door on your left. Turn toward the screen and break down the door on your right. The first Chao Box is hidden behind the block on the other side, so demolish that, too.

6 Skunk



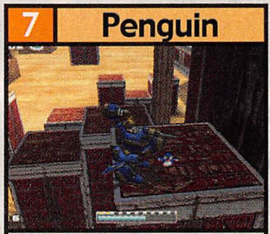
Turn back toward the door the camera was facing, and before proceeding through, whistle near the pipe to its right.

Gold Beetle



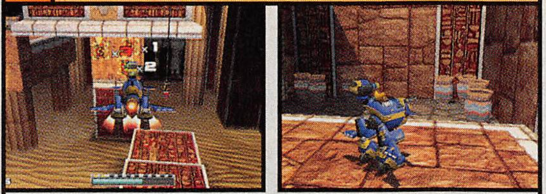
Immediately after passing through the first point marker, drop down onto the fallen red pillar to the left. The Gold Beetle appears as you grab onto a pulley at the end of the pillar.

7 Penguin



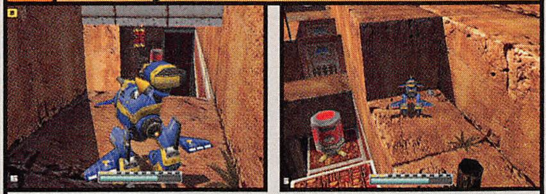
Proceed forward a bit, and you come to a series of red pillars. Hover onto the one on the far right.

8 Sea Otter



After grabbing the previous penguin and proceeding along the pillars to the left, you need to lower three platforms in fairly quick succession. After lowering the third one, break the vases behind it to the right.

9 Tiger



The next pulley takes you to a room surrounded by Kikis. After disposing of them, lower the nearby platform and use it to reach the narrow ledge on your right. Walk down the ledge and whistle near the pipe at the opposite end.

HIDDEN BASE MISSION RANKINGS:

Mission 1	
A	14000 pts.
B	12000 pts.
C	11000 pts.
D	10000 pts.

Mission 2	
A	under 3:15
B	under 3:30
C	under 4:00
D	under 4:30

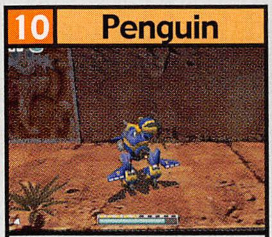
Mission 3	
A	under 2:50
B	under 3:15
C	under 4:00
D	under 4:30

Mission 4	
A	12000 pts.
B	11000 pts.
C	10000 pts.
D	8000 pts.

LIMIT - 3:30

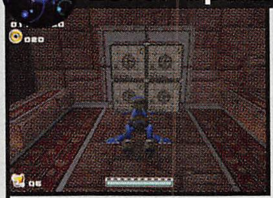
Mission 5	
A	13000 pts.
B	11000 pts.
C	9000 pts.
D	8000 pts.

10 Penguin



Drop from the ledge to the red pillar just below, and then hover to the other narrow ledge just ahead. Walk down it to the left, and whistle near the pipe.

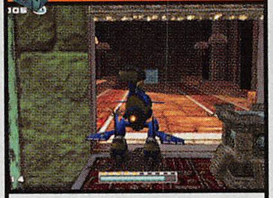
Level-Up Item: Mystic Melody



When near an ancient shrine, press the B Button to play a mysterious melody. This item is needed to complete the third mission (Find the Lost Chao) in every stage.

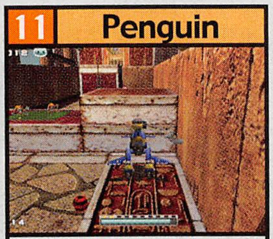
Now carefully drop down toward the screen and land on the path below. The room ahead is blocked off by four iron containers. Destroy the containers, and then walk inside to grab the Mystic Melody.

Chao Box #2



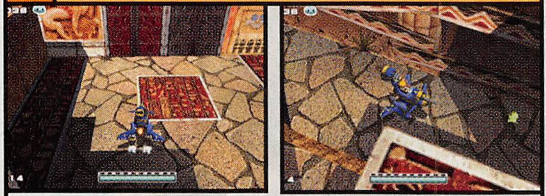
Play your newly obtained Mystic Melody to exit the room where you found it, and you'll see the second Chao Box on the path straight ahead.

11 Penguin



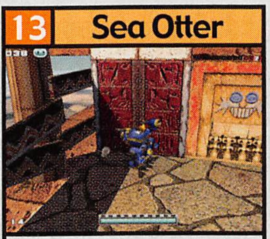
After the second point marker, you'll take two pulleys to get to this hall. Whistle near the pipe along its right-hand wall.

12 Half-Fish



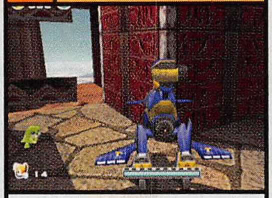
When you come to the point with a door on the right and a block on the left, break down the door. Take a few steps forward, and then break down another door blocking your path and the block behind it. Walk around the red pillar straight ahead, destroy the door behind it, and look in the nook to your right.

13 Sea Otter



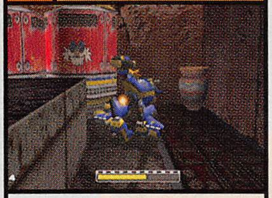
Walk out of that nook via the doorway you entered through, and turn right. You'll come to another door with a pipe to its left. Whistle near the pipe.

14 Sea Otter



Now go through that door and look in the alcove to the left just before the third point marker.

15 Sea Otter



After progressing through the level a ways, you come to a stack of three explosive canisters. Break the vase on their right.

1ST MISSION: FIND THE ENTRANCE INTO THE HIDDEN BASE

Now that you've had your little Kart Racing break, prepare for one of the game's longest stages. There's not anything new to learn here, but be extremely cautious. If you fall into the quicksand, you lose a life, and point markers are few and far between. Also, be constantly locking on and destroying everything in sight for maximum points.

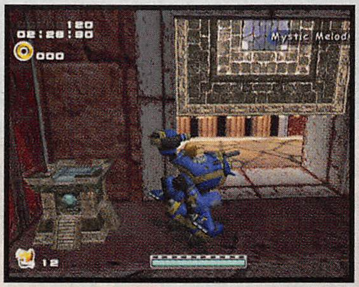
2ND MISSION: COLLECT 100 RINGS

This mission can be quite difficult, particularly if you're trying to score an A. Move as quickly as you can, but be careful not to run into any swooping enemies. The one on the path leading to the first point marker can be especially tricky. Lock onto him and move left to dodge his fire. Stay along the main path, but be sure to grab the item boxes in the alcove to the right just before the third point marker.

3RD MISSION: FIND THE LOST CHAO

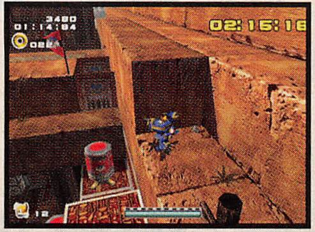
(MYSTIC MELODY AND BAZOOKA REQUIRED)

This ancient shrine is along the main path after the third point marker, and is almost impossible to miss. Playing the Mystic Melody near it opens the adjacent door. Walk in and hover to one of the platforms below, locking onto enemies as you go. Walk through the doorway down here, and hover over to the pulley. It pulls you up in front of a high platform where our tiny blue friend is waiting.

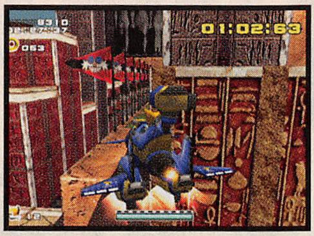


4TH MISSION: REACH THE GOAL WITHIN 3:30

Completing this mission can be fairly difficult, but there are a couple of simple shortcuts that can shave substantial seconds off your time.



First, when you're on this ledge, leap and hover over the door ahead.

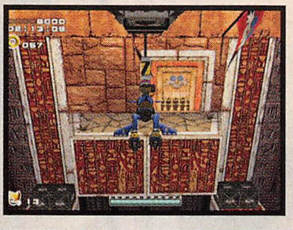


Second, hover sharply to your right from this point to land on a shorter, more direct route.

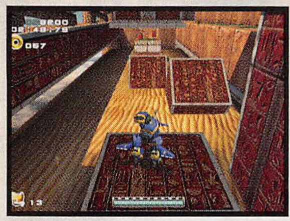
Keep moving throughout the stage, and don't stop to destroy enemies or pick up rings. Also, try to lower platforms as you're hovering toward them.

5TH MISSION: CLEAR HARD MODE

The most difficult aspect of this mission is the increase in enemies swooping down from above. They also fire much more rapidly than before.



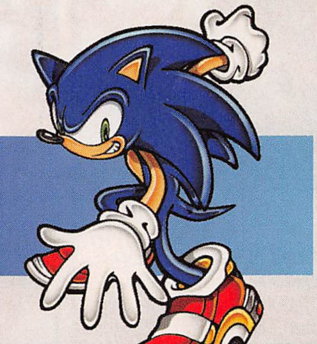
As for structural changes, there are no longer pulleys up here on the ledges to either side. They've been replaced by this single pulley hanging from the middle of the room.



Additionally, these platforms now rotate, potentially dumping you into the quicksand. Wait for them to complete a rotation, then jump onto and off of them as quickly as possible.

HERO STORY

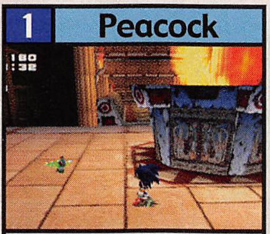
11 Pyramid Cave



Small Animals Found in This Stage:

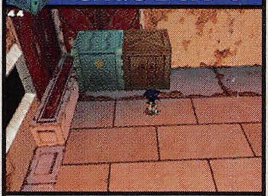
Peacock	swim +12	fly +48	run -16	power -12
Condor	swim +20	fly +60	run -24	power +16
Sheep	swim +8	fly +8	run +16	power +16
Bat	swim +8	fly +40	run +8	power +8
Skel. Dog	swim +8	fly +8	run +32	power +16

1 Peacock



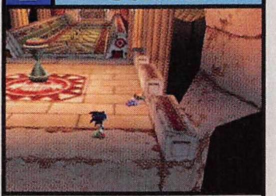
After taking the first pulley in the stage, look behind the fire hearth straight ahead.

Chao Box #1



Rather than swing from the poles just ahead of that hearth, drop down to the floor below to find the first Chao Box.

2 Condor



After grabbing the Chao Key, hit the nearby hourglass and jump up the platforms that slide out. Once back onto the main path above, look to the right.

PYRAMID CAVE MISSION RANKINGS:

	MISSION 1
A	15000 pts.
B	13000 pts.
C	11000 pts.
D	10000 pts.

	MISSION 2
A	under 1:30
B	under 1:45
C	under 2:00
D	under 3:00

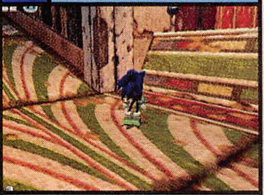
	MISSION 3
A	under 3:45
B	under 4:00
C	under 4:15
D	under 4:30

	MISSION 4
A	13000 pts.
B	11000 pts.
C	9000 pts.
D	8000 pts.

LIMIT - 4:00

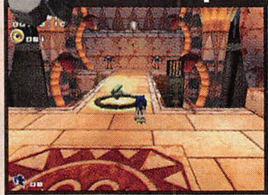
	MISSION 5
A	14000 pts.
B	13000 pts.
C	10000 pts.
D	9000 pts.

3 Bat

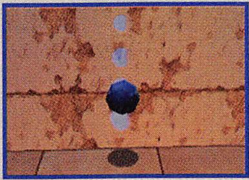


Look to the left just after emerging from the next short, enclosed hallway. You may have to manipulate the camera to spot it.

Level-Up Item: Bounce Bracelet

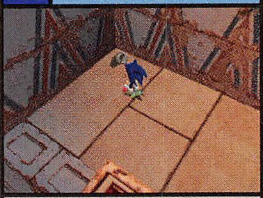


This level-up item is on the main path and is almost impossible to miss. It allows Sonic to bounce higher, which he must do to get over the wall just ahead.



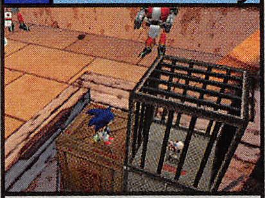
Press the B Button while in mid-jump to use the bounce attack. Press the B Button again to bounce higher.

4 Peacock



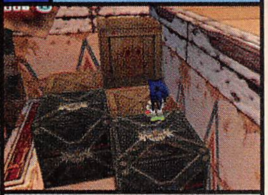
But before you do, drop down onto the ledge to the right of the Bounce Bracelet and whistle near the pipe.

5 Skeleton Dog



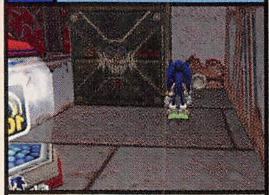
On the same ledge, break the wooden crate atop the metal box, and then break the adjacent iron container to make the cage drop.

6 Bat



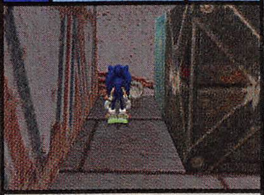
Now drop onto the ledge to the left of the Bounce Bracelet, and break the wooden crates there. Whistle near the revealed pipe.

7 Peacock



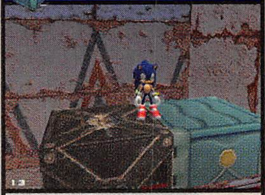
When you come to the next hourglass, look in the alcove to the left and whistle next to the pipe there.

8 Sheep



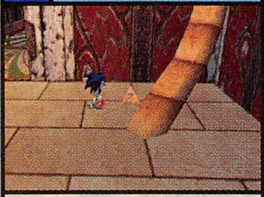
Now look in the alcove to the right of that same hourglass, and whistle next to the pipe there.

Chao Box #2



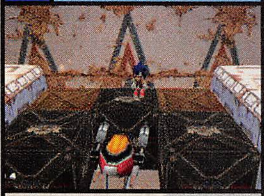
The second Chao Box is in the same alcove as the previous small animals, right next to the pipe and behind a metal box.

9 Bat



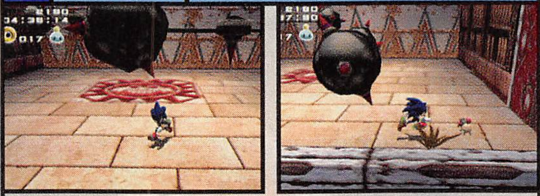
After passing through the second point marker, you can grind across a long rail. Pick up the tiny pyramid to the right at the end of the rail.

10 Peacock



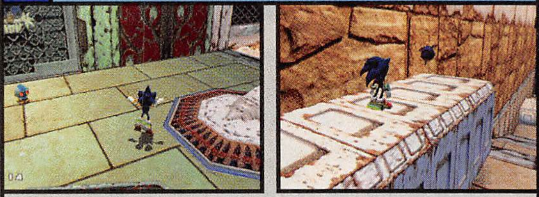
Now turn back toward the screen, and drop down to the floor beneath the rail. Break the left wooden crate tucked between the metal boxes in the center.

11 Sheep



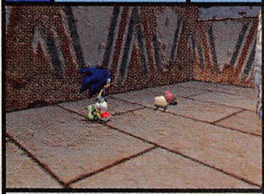
Keep walking toward the screen and drop down another level, where four spiked balls are swinging. Look along the edge of this level on the right-hand side of the screen.

12 Bat



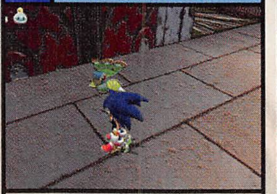
Now turn back around and progress through the stage until you come to a locked door. You'll need to go right to fetch the key, so on your way, look on top of the first white ledge to the left.

13 Sheep



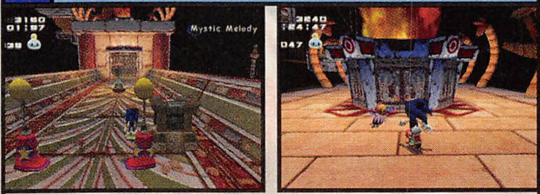
Still heading for the key, look in the right-hand corner as soon as you drop to the lowest level.

14 Peacock



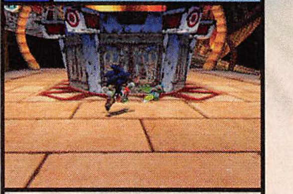
Take the pulley just ahead of where you found the previous sheep, and look in the right-hand corner as soon as you cross the roof and drop back down.

15 Condor



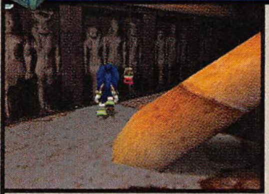
Play the Mystic Melody at the ancient shrine next to the third point marker. Light dash across the row of rings that appears, and you'll catch a pulley that lifts you to a platform with another ancient shrine. Jump from this platform over to the roof on your right, and look around the fire hearth there.

16 Peacock



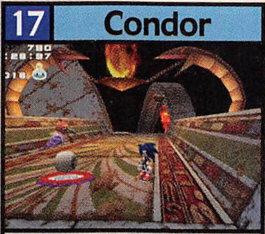
Jump from the roof where you found the previous condor to the next roof ahead, and then to another roof. Look around the fire hearth atop this third roof.

Chao Box #3



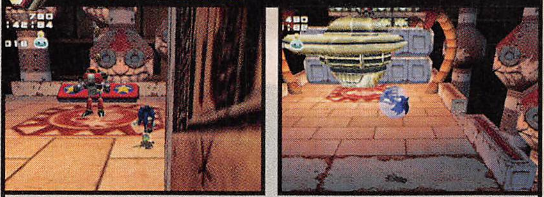
This part is a bit tricky. Jump back to the first roof (where you found the condor), and do a homing attack to reach that pulley again. Now play the Mystic Melody near the shrine atop the platform, and another row of rings will appear. Light dash across them, and hold up on the Control Stick to land on a rail. At the end of the rail, you land on a platform containing the final Chao Box.

17 Condor



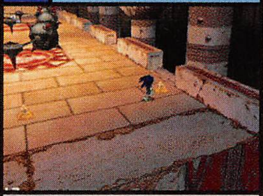
Take the pulley next to the third Chao Box up to the platform on the left. Look near the switch at the end of this platform.

Gold Beetle



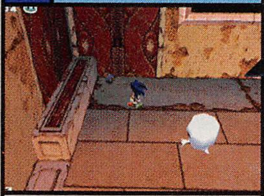
After returning to the main path and launching from some jump plates, you'll come to an E-1000 in front of three springs. The Gold Beetle appears above the ledge to your left.

18 Condor

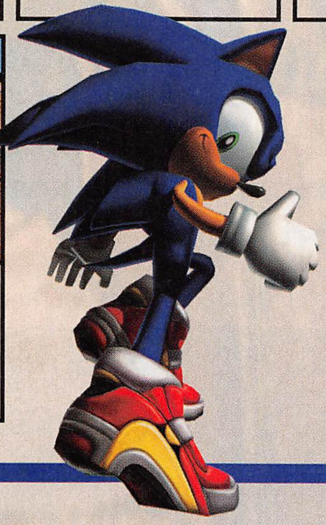


Instead of grinding the next rail, drop to the floor below, and pick up the tiny pyramid in the near right-hand corner.

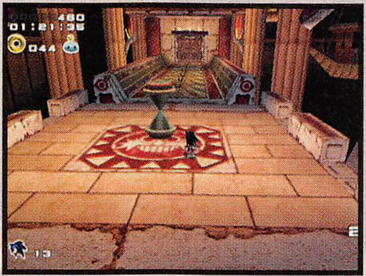
19 Bat



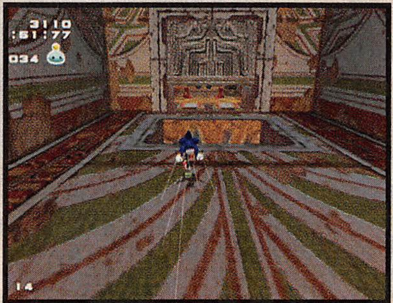
Look in the far left-hand corner on the same floor, across from the hourglass.



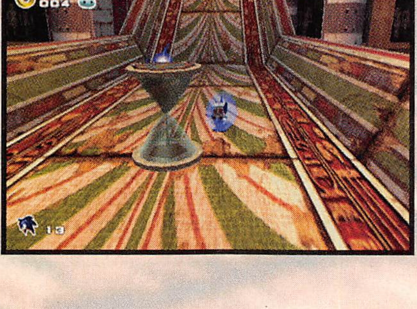
1ST MISSION: INFILTRATE EGGMAN'S HIDDEN BASE



There are numerous hourglasses strewn about this level. When flipped, they open certain doors for a limited amount of time. It takes all of Sonic's abilities to get past the doors in time. Also, beware of the ghosts. They try to grab Sonic and hold him still for other enemies to attack.



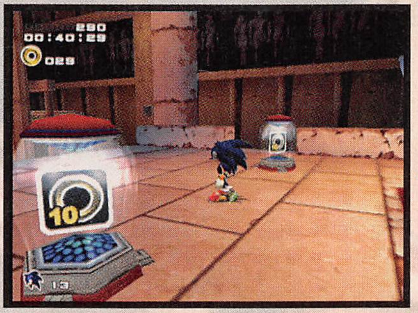
After fetching the second gate key and opening the corresponding door, you enter a tunnel with an hourglass at the beginning. Flip the hourglass and run down the tunnel as quickly as possible before the door closes. If you're too slow, you have to drop down the hole and try again.



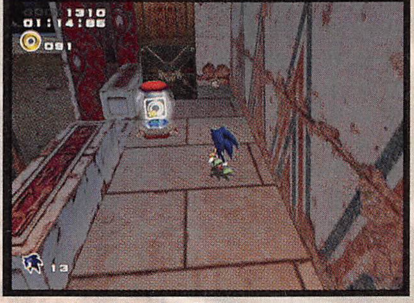
Soon after passing the section with a short rail above some spiked balls, you come to a steep ramp with an hourglass at the bottom and a door at the top. To make it through the door, spin dash up the ramp as soon as you flip the hourglass.

2ND MISSION: COLLECT 100 RINGS

The fastest way to collect 100 rings in this level is to light dash whenever possible, and to make two important stops.



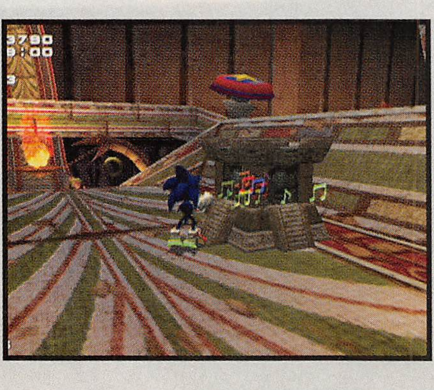
Instead of swinging from the first pole, drop and grab 20 rings from the item boxes below.



In the alcove to the left of where you found the second Chao Box, collect 10 rings from the item box and then smash the crate for 20 more.

3RD MISSION: FIND THE LOST CHAO

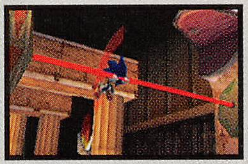
(MYSTIC MELODY REQUIRED)



Play the Mystic Melody at the second ancient shrine along the main path to make a spring appear to your right. Bounce up and run down the path until you come to an hourglass. Flip it, then do a bounce attack up to the pole above. Quickly swing from pole to pole to get across the gap before the door closes. Behind the door, you'll find the lost Chao.

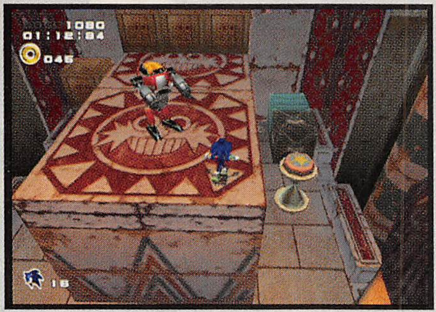
4TH MISSION: REACH THE GOAL WITHIN 4:00

There are no shortcuts here, so you need to pretty much master this level to come in under four minutes. Grind every rail, swing from every pole, and light dash whenever possible.

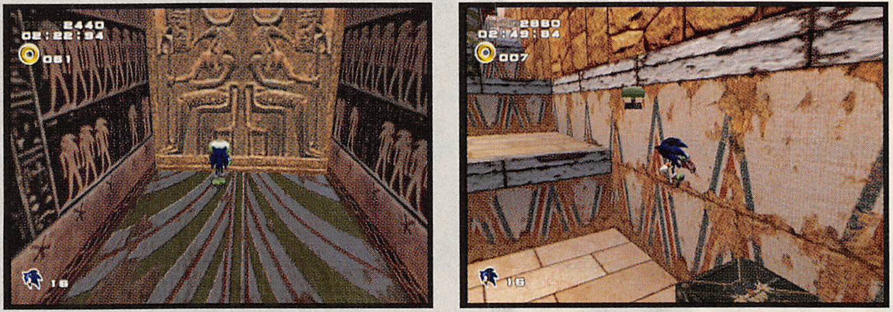


5TH MISSION: CLEAR HARD MODE

There are a couple of changes in Hard mode that make it substantially more difficult than usual.



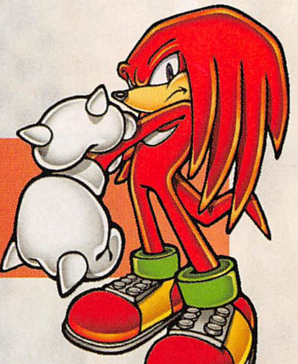
First, the hourglass here has moved to the right, and the spring on the platform above is gone. Therefore, you must do a bounce attack to reach the tunnel.



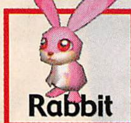
More significantly, the placement of items on your way to fetch the second gate key has changed entirely. The hourglass that opens this door is now atop a white ledge, so you must drop the key in front of the door, go back to flip the hourglass, then pick up the key again before running through. To reach the higher levels beyond that, hop onto the nearest crate and throw the key ahead of you.

HERO STORY

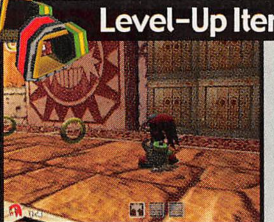
12 Death Chamber

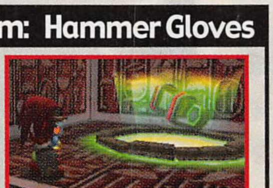


Small Animals Found in This Stage:

Gorilla	swim -4 fly -8 run +4 power +40
Tiger	swim -8 fly -16 run +20 power +36
Skunk	swim +8 fly +12 run +16 power +12
 Rabbit	swim +0 fly +8 run +40 power -16
Skel. Dog	swim +8 fly +8 run +32 power +16

Level-Up Item: Hammer Gloves

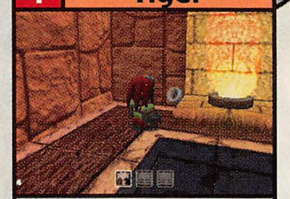




Increases your punch attack power. Now you can break iron containers with just a punch.

Flip the hourglass just ahead of the starting point, and walk through the door that opens. Break the wooden crates to the right in the adjacent hallway, and you'll find the Hammer Gloves.

1 Tiger



Proceed into the next red hallway, and climb up onto the ledge above the entrance. Whistle near the pipe in the corner up here.

DEATH CHAMBER MISSION RANKINGS:

	MISSION 1
A	12000 pts.
B	10000 pts.
C	8000 pts.
D	6000 pts.

	MISSION 2
A	under 2:30
B	under 3:00
C	under 3:30
D	under 4:30

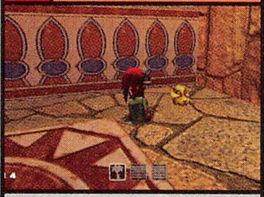
	MISSION 3
A	under 2:00
B	under 2:30
C	under 3:00
D	under 4:00

	MISSION 4
A	12000 pts.
B	10000 pts.
C	8000 pts.
D	6000 pts.

LIMIT - 5:00

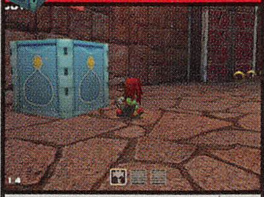
	MISSION 5
A	12000 pts.
B	11000 pts.
C	10000 pts.
D	8000 pts.

2 Rabbit



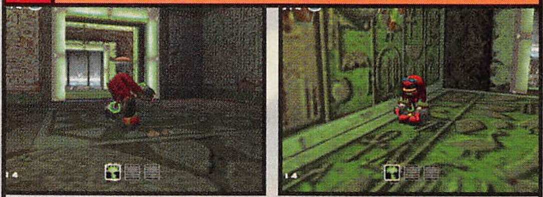
In the same red hallway, pick up the yellow mask to the right on the middle level.

Chao Box #1



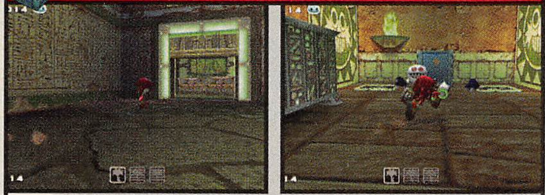
Proceed to the Pyramid Core and drop straight down from the red door. The first Chao Box is on the ground below.

3 Rabbit



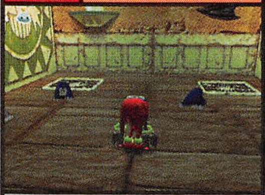
Head left and make your way to the main room in the green section. From there, enter the door that eventually leads to the red section, and you'll see a scarab on the wall just behind it to the left. Whistle near the scarab.

Chao Box #2



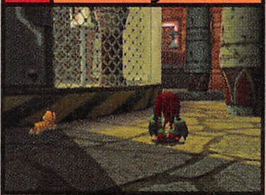
Go back into the main room of the green section, and head through the opposite door. You eventually come to a dead end where the second Chao Box is waiting.

4+5 Gorillas



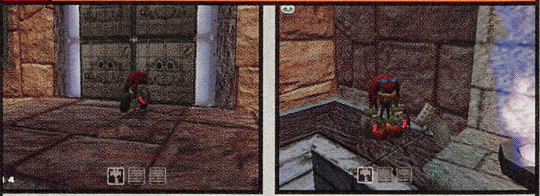
You'll see two gorillas running around in the same small room where you found the second Chao Box.

6 Tiger



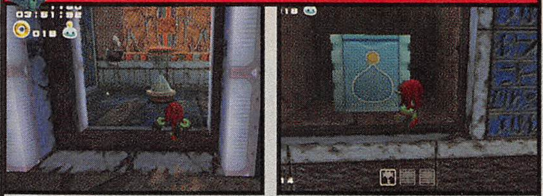
Head back to the Pyramid Core, and look around the circular ledge surrounding the large machine in the center. You may have to run completely around it.

7 Skunk



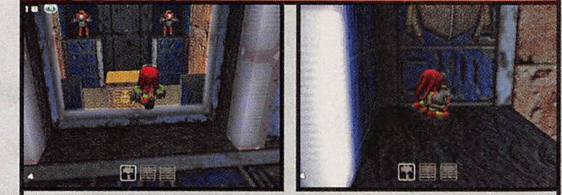
Break the iron containers blocking entry to the blue section in the Pyramid Core, and dig through the picture on the other side. You'll enter a blue hallway with a door on the opposite end. Climb onto the ledge just above that door, and whistle near the pipe in the left-hand corner.

Chao Box #3



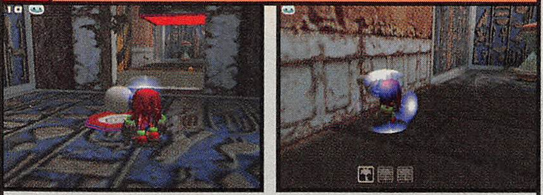
Continue straight until you get to the main room of the blue section, and then head through the door on the left. Dig through the painting behind that door, and you land in a room containing the final Chao Box.

8 Tiger



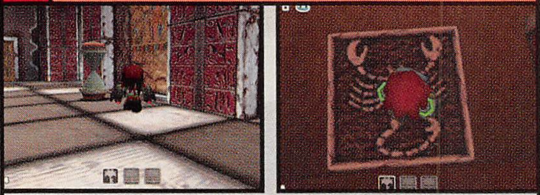
Return to the main room of the blue section, and then head through the opposite doorway that eventually leads to the red section. After passing through a non-eventful room, you come to another with two E-1000s. Jump onto the ledge on your left as you enter, and whistle near the scarab on the wall.

9 Rabbit



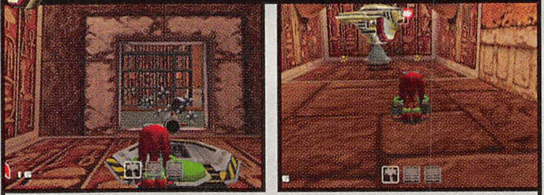
Continue toward the red section until you reach the metallic hallway. Look in the alcove on the right, and you'll see a pipe beneath a giant falling weight. Suspend the weight by hitting the switch in the opposite alcove, and then whistle near the pipe.

10 Skunk



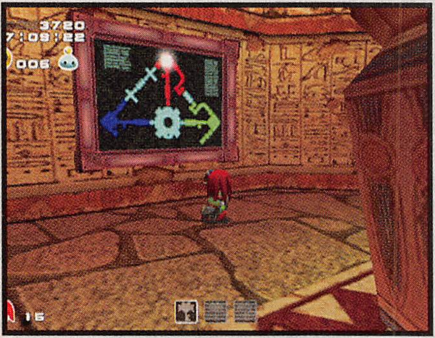
Continue toward the red section, and when you get to the first red hallway, dig into the picture on the right-hand wall. Afterwards, simply look along the floor of the small room you drop into.

Gold Beetle

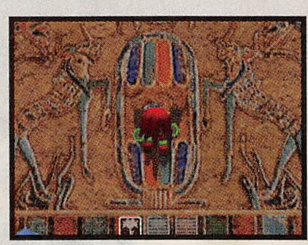


In the first hallway west of the main room in the red section, you'll see two Unidus, a missile, and a stack of cages. Use the missile to destroy the cages, and the Gold Beetle will appear in their former location.

1st Mission: Find the 3 Gate Keys



Your radar works the exact same way with the Gate Keys as it does with pieces of the Master Emerald. It's easy to get lost in this stage early on, but just remember that the stage is divided into four basic sections: the Pyramid Core to the south, the red section to the north, the green section to the southeast, and the blue section to the southwest. If you become disoriented, refer to the maps throughout the stage marked with a handy little "You are here" dot.

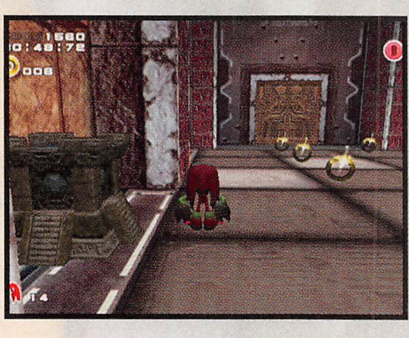


The only way to access certain sections of Death Chamber is to dig through paintings like these. Be sure to dig into the center of the oval.

2nd Mission: Collect 100 Rings

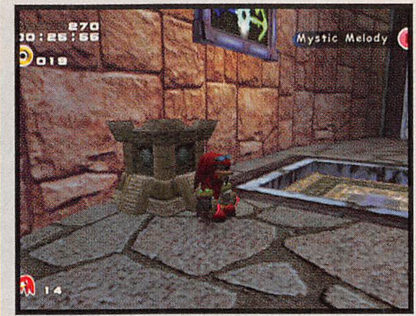
After grabbing the six rings in front of you at the beginning of the stage, head for the blue section. Play the Mystic Melody at this shrine to make 14 more rings appear.

From there, keep heading for the blue section, where you'll find a Magnetic Shield in the room just after the metallic hallway. Armed with this useful item, collecting the remainder of the 100 rings you need will be much easier.



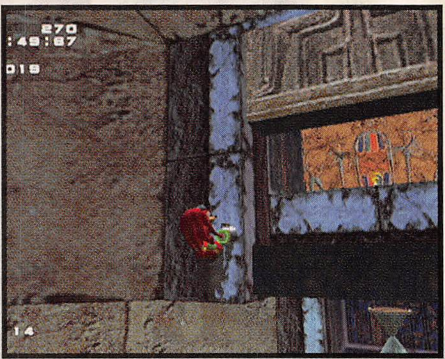
3rd Mission: Find the Lost Chao

(Mystic Melody and Air Necklace Required)



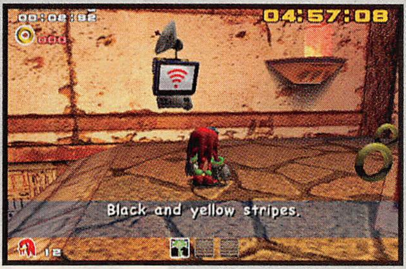
Play the Mystic Melody atop the ancient shrine on the floor of the Pyramid Core, and dive into the water when the hatch opens. As you dive down, you see a closed door. Swim to the other side of the room and find the hourglass. Flip it and make a beeline for that door, because it closes quickly. Once you've made it through, swim across one hallway where two robots are firing at you, and then another hallway lined with ghosts. Once you enter the large cavern, swim up almost immediately to emerge from the water.

Climb out, and you'll see an hourglass in the alcove above you. This opens the door directly above it, and behind that door is the lost Chao. The only problem is that the wall juts out a bit, so you won't be able to climb straight up. Instead, flip the hourglass and work your way around as quickly as possible before the door closes.

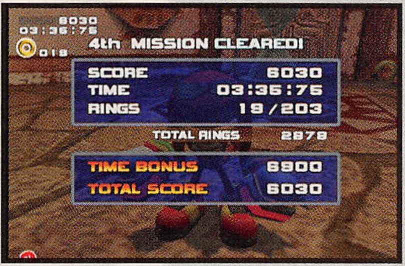


4TH MISSION: FIND THE 3 KEYS WITHIN 5:00

This stage can be a bit confusing, so don't be afraid to reference a computer or two for hints. The bonus points you earn for saving time far outweigh the penalties.



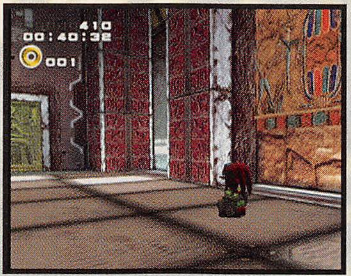
Black and yellow stripes.



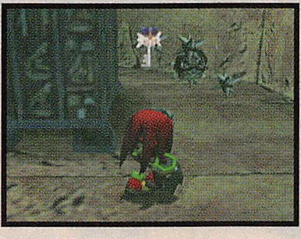
4th MISSION CLEARED!

SCORE	6030
TIME	03:36:75
RINGS	19/203
TOTAL RINGS	2879
TIME BONUS	6900
TOTAL SCORE	6030

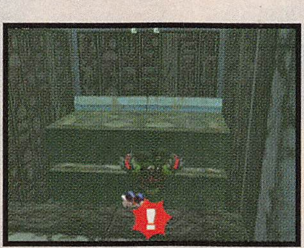
5TH MISSION: CLEAR HARD MODE



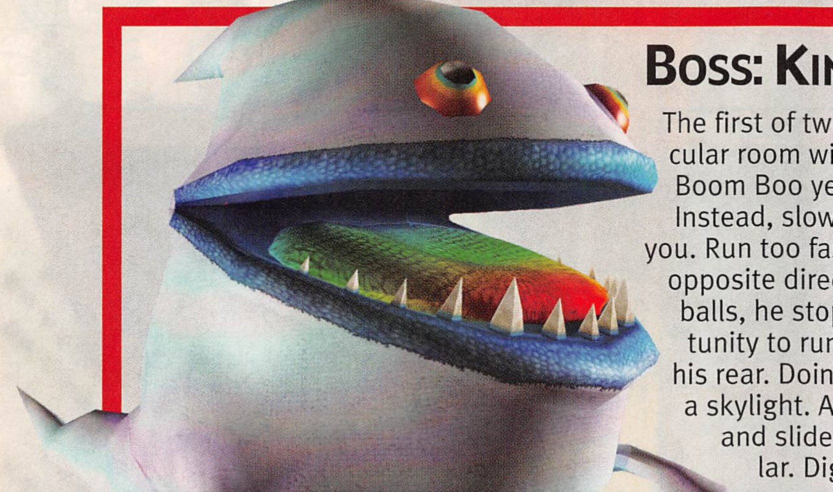
To find the first key, begin by digging through this painting, found in the hallway between the red and green sections. You enter a large room with an hourglass on the opposite side. Flip it, and platforms slide out from the left- and right-hand walls. Jump onto one of them and smash the iron containers to reveal another hourglass. Flip that hourglass, and the large hatch in the center of the room opens. Quickly run down and dig into the dirt that's revealed to obtain key number one.



For key number two, head for the location of the lost Chao. Once you reach the large cavern, however, don't swim up to the room above. Instead, swim straight ahead, and find the key behind an altar (beware of the Unidus enemy hidden behind there as well).

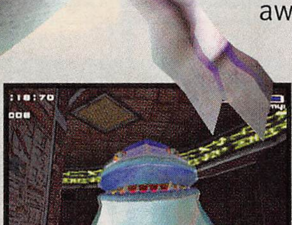


Now swim up into the room where you found the lost Chao. A giant weight falls on you and closes off the entrance to the water. First climb straight up and hit a switch to raise the weight again. After that, flip the hourglass in the alcove below and quickly dive back down. For a brief time, the key is revealed in an alcove of the second step from the bottom.

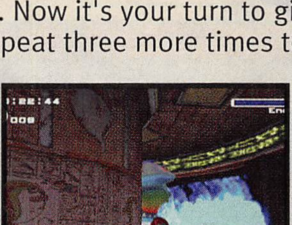


BOSS: KING BOOM BOO

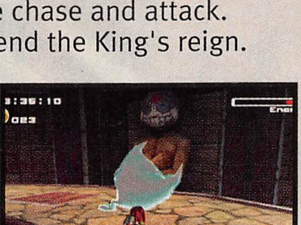
The first of two consecutive boss encounters takes place in a circular room with a pillar in the center. Don't try to attack King Boom Boo yet, because he can't be hurt in the darkness. Instead, slowly run away and dodge the fireballs he hurls at you. Run too fast, and he'll turn around and give chase in the opposite direction. After throwing three or four consecutive fireballs, he stops and begins to spout flames. This is your opportunity to run around behind him and attack the little ghost at his rear. Doing so flips the hourglass he's carrying, which opens a skylight. As sunrays pour in, Boom Boo slinks into a shadow and slides either along the ground or up the side of the pillar. Dig into him, and he pops back up and tries to scurry away. Now it's your turn to give chase and attack. Repeat three more times to end the King's reign.



Keep your distance, but don't run too fast or King Boom Boo will turn around and try to bite you.



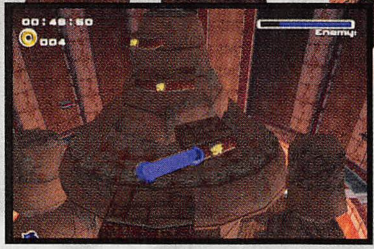
When Boom Boo starts to spout fire, run around behind him and attack the little guy holding the hourglass.



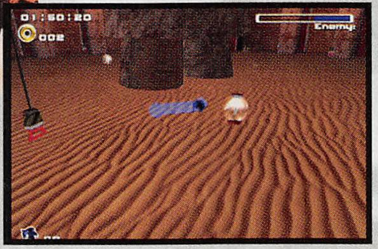
After you dig into his shadow, the cowardly King will try to run away. Give chase and either glide into him or punch him.

BOSS: EGG GOLEM

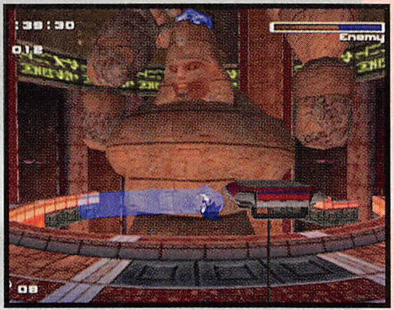
Before proceeding to Eternal Engine, you must defeat Dr. Eggman's enormous rock Golem with Sonic. This big brute starts by trying to make hedgehog pancakes with his fists. As he does, run around behind him and jump up the ledges protruding from his back. From the top ledge, you can perform a homing attack on his head, damaging him. After doing this a second and third time, the Golem swings both arms in a sweeping motion. Jump over both hands before you proceed with your assault. If you fall into the quicksand (where there are plenty of rings), don't worry. Simply grab onto a pulley and hoist yourself back up.



The top three ledges on the Golem's back are marked with a yellow symbol that you can use to homing attack your way to his head.



If you fall into the quicksand, take the opportunity to pick up a few rings before grabbing onto a pulley.



Although he usually tries to hit you with a single fist, the Golem occasionally lunges at you with both fists. Perform a quick homing attack to get out of the way.

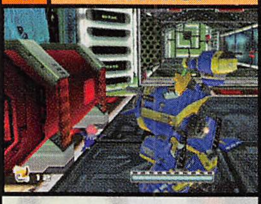
HERO STORY

13 Eternal Engine

Small Animals Found in This Stage:

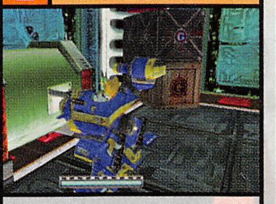
 Condor	swim +20	fly +60	run -24	power +16
 Boar	swim -4	fly -12	run +32	power +16
 Parrot	swim +0	fly +48	run -20	power +4
 Raccoon	swim +20	fly +16	run +4	power +8
 Dragon	swim +20	fly +4	run +8	power +32

1 Condor



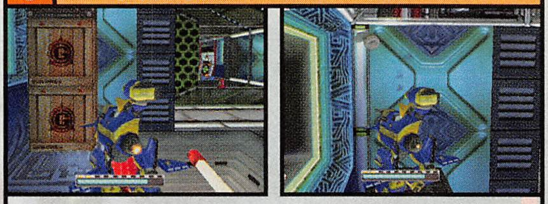
Look under the canister on the left-hand side of the room you start in.

2 Boar



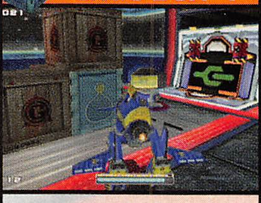
In the room containing the stage's first springs and a pulley, destroy the canister, and then whistle near the pipe that was under it.

3 Parrot



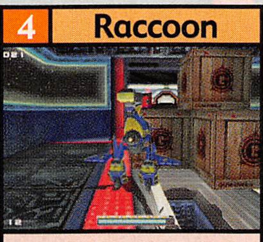
In the hallway just before the first point marker, destroy the wooden crates in the left-hand corner. You can now jump onto the metal box in that corner and whistle near the revealed pipe.

Chao Box #1



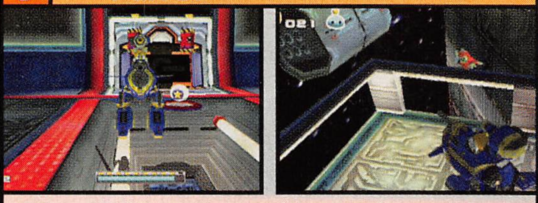
A ways after the first point marker, you'll come to a room with a door in front of you, and a door on the right. Enter the door in front of you to find the first Chao Box.

4 Raccoon



Destroy the crates next to the first Chao Box, but be careful not to accidentally blast open the nearby space hatch.

5 Parrot



Hit the switch that was behind the Chao Box, and then head back through that other door. The door behind it is now unlocked, so walk through and look on the railing to the right.

ETERNAL ENGINE MISSION RANKINGS:

MISSION 1

A	35000 pts.
B	30000 pts.
C	25000 pts.
D	20000 pts.

MISSION 2

A	under 3:30
B	under 4:00
C	under 5:00
D	under 6:00

MISSION 3

A	under 2:45
B	under 3:00
C	under 3:30
D	under 4:00

MISSION 4

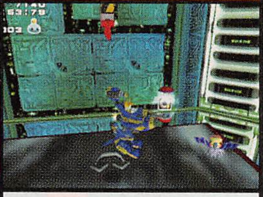
LIMIT - 5:00

A	30000 pts.
B	28000 pts.
C	25000 pts.
D	20000 pts.

MISSION 5

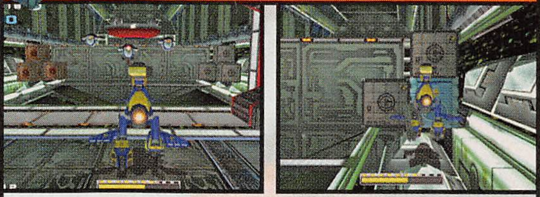
A	35000 pts.
B	30000 pts.
C	25000 pts.
D	20000 pts.

6 Parrot



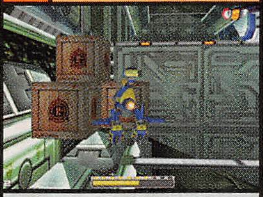
Look on top of the giant weight after suspending it in the air via the switch (see 1st Mission text).

Chao Box #2



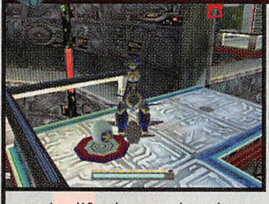
After the second point marker, you eventually come to a room with three beetles in the center and stacks of crates on either side. The second Chao Box is tucked under the iron containers on the right.

7 Boar



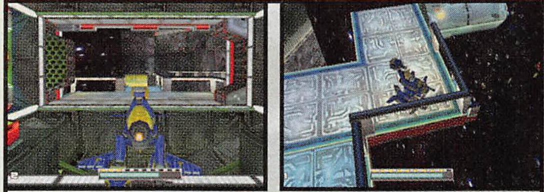
Break the stack of wooden crates to the left of where you found the second Chao Box.

Chao Box #3



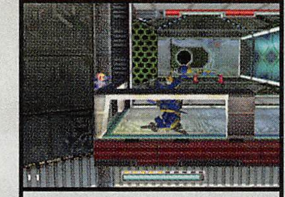
In the room immediately following the third point marker, there's a locked door ahead of you and an unlocked one to your right. Go right until you're outside, and grab the first pulley you come across. Walk along the catwalk you're lifted to, and at the end you'll see another catwalk below and to the right. Hover down and hit the switch on the catwalk below to unlock the door back inside. Grab onto the pulley next to this switch, and use it to hover back to where you came out. Go back inside and through the newly unlocked door to find the third Chao Box.

8 Condor



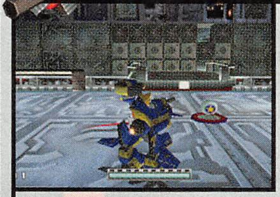
Go back outside and make your way across those catwalks until you reach a second pulley. Before grabbing onto it, whistle near the pipe in the corner to your right.

9 Parrot

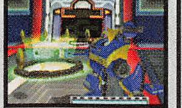


At the end of this series of catwalks and pulleys, you come to a door leading you back inside. Before entering, look on the railing to your left.

Level-Up Item: Bazooka

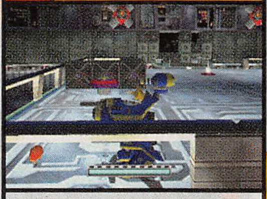


Volkan Cannon power-up. Tails can now break iron containers simply by shooting them.



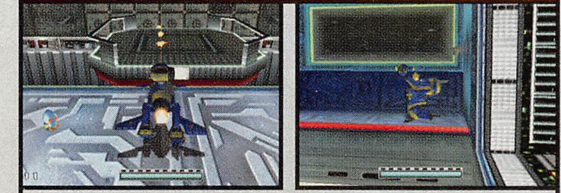
After the fourth point marker, you soon emerge outside in front of a long bridge with a locked door at the end. Hover down to the large platform below, and hit the switch. That done, bounce off one of the springs to reach the platform floating above. It lifts you back up to the now-opened door and the Bazooka inside.

10 Boar



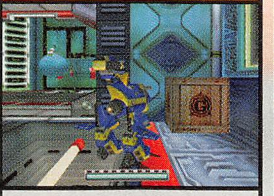
After grabbing the bazooka, hover back down to the large platform below and look in the near left-hand corner.

11 Boar



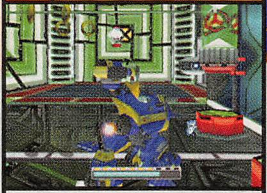
Destroy the iron containers blocking access to the hallway just ahead of the large platform. As you enter said hallway, look in the right-hand corner and whistle near the pipe there.

12 Parrot



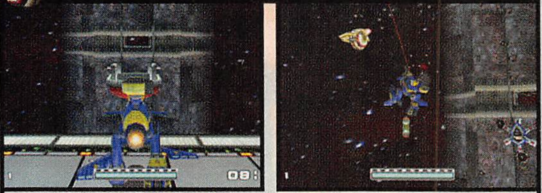
Break the wooden crate in the far right-hand corner of the hallway where you found the previous animals.

13 Raccoon



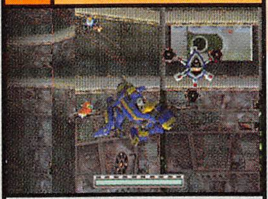
Look along the right-hand wall of the room you enter after taking two pulleys and a platform in quick succession.

Gold Beetle



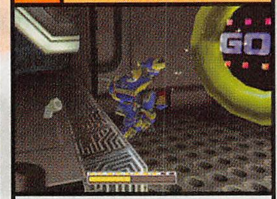
After the fifth point marker, walk outside and jump onto the platform ahead. As the platform falls out from under him, Tails starts to float, and the Gold Beetle appears to his left.

14 Parrot



As you're floating across the gap toward the door ahead, move to your left at about the halfway point.

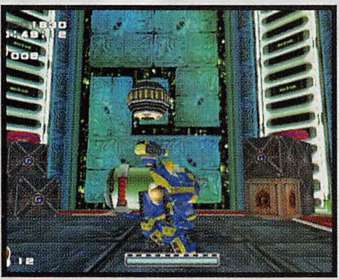
15 Condor



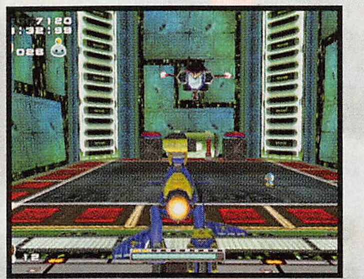
Whistle near the pipe to the left of the Goal Ring. Be careful not to accidentally touch the Goal Ring and exit the stage.

1st Mission: Destroy the Colony's Power Generator

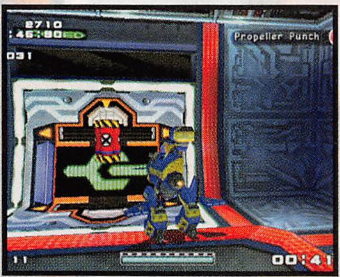
Tails' final level is by far his most difficult. It's riddled with booby traps and there are enemies everywhere. Be particularly careful when opening doors, because there's often someone waiting to harm you on the other side. Also, be much more cautious about using your lock-on laser. There are times in this level where it can come back to bite you.



Here are two of those booby traps I spoke of. In the room containing the stage's first pulley, balls start to drop if you hang around at the bottom for too long. Head for the pulley as quickly as possible and don't shoot the balls! They're actually bombs.



After demolishing some cages with a missile out in space, you enter a room containing a canister and two springs atop metal boxes. As you walk into this room, watch for the shadow on the floor and don't walk on it! There's a giant weight hovering above, waiting to smash poor Tails. Instead, blow up the canister, walk around the shadow and hit the revealed switch to keep the weight suspended in air.



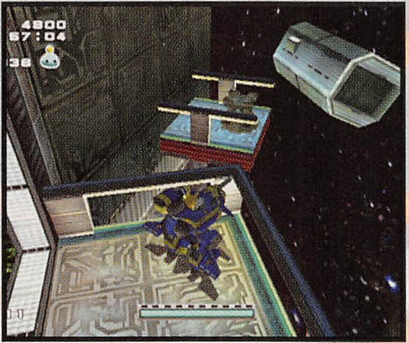
These hatches are the primary reason to avoid using your lock-on laser. Should you accidentally blow them open, you could be sucked into the vacuum of space.

2nd Mission: Collect 100 Rings

This mission can be extremely frustrating. The best approach is to move as quickly as you can while still proceeding with caution. Precise use of your lock-on laser is imperative. Be very careful not to cause an explosion and then walk right into it. If you stay along the main path and don't get hit, it is possible to collect 100 rings in under 3:30.

3rd Mission: Find the Lost Chao

The first time you step outside after passing through the first point marker, look to your left to see an ancient shrine atop a floating platform. Hover onto this shrine and play the Mystic Melody. A series of stone blocks appear, leading you to a metallic platform. This platform elevates you to another stone block. From there, you must hover onto another metallic platform moving from left to right. Once there, wait for the platform to float as far as it can in either direction before you leap off and hover toward the door. Do not shoot the blue enemy inside the room behind the door! Doing so will cause every space hatch in the room to open. Instead, run by the enemy and into the next room. Jump onto the cages and wait until the moving platform gets toward the middle, then jump onto it. When the platform floats closest to the door, jump and hover over the lasers. Go through the door, and you'll finally have the Chao.



4th Mission: Reach the Goal within 5:00

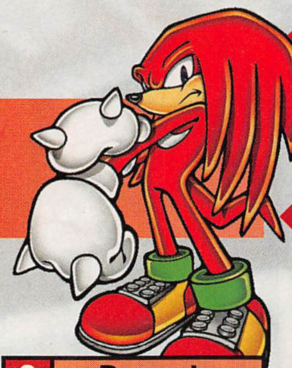
Time is tight in this stage, so move quickly and lay into that B Button like a madman. There aren't any real shortcuts, so you may just have to keep practicing.

5th Mission: Clear Hard Mode

Surprisingly, there are no significant changes to report here aside from the usual proliferation of enemies and an increase in space hatches. I guess Sonic Team figured this level was hard enough to begin with.

Hero Story

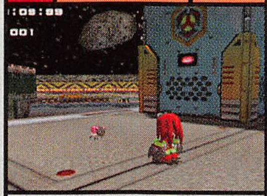
14 Meteor Herd



Small Animals Found in This Stage:

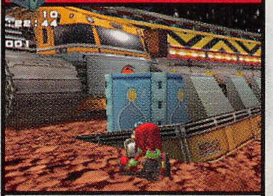
Animal	Stats
Rabbit	swim +0 fly +8 run +40 power -16
Sheep	swim +8 fly +8 run +16 power +16
Seal	swim +40 fly -16 run +0 power +8
Penguin	swim +36 fly +12 run +8 power -24
Phoenix	swim +12 fly +32 run +4 power +16

1 Sheep



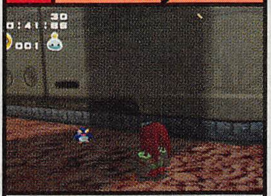
Look next to the large container in the right-hand corner of the platform you start on.

Chao Box #1



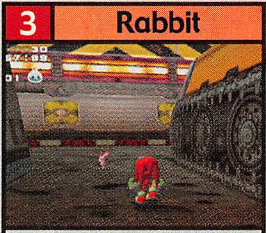
Drop down to your left from the platform you start on, and look for the large vehicle behind you. The first Chao Box is right in front of it.

2 Penguin



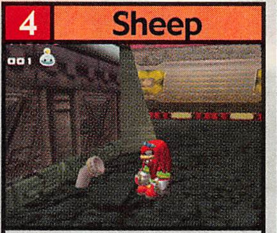
Look on the ground near the southwest corner of the large central structure (all directions are relative to the starting point).

3 Rabbit



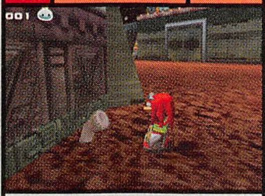
Look between the platform and the vehicle west of the large central structure.

4 Sheep



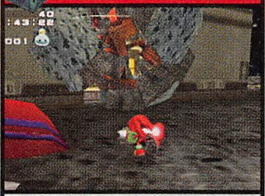
Whistle near the pipe at the bottom of the tower northwest of the large central structure.

5 Sheep



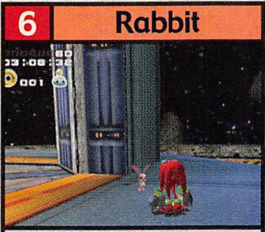
Whistle near the pipe at the bottom of the tower southeast of the large central structure.

Chao Box #2



Use a stationary meteor to demolish the door on the south wall of the large central structure. Doing so reveals the second Chao Box.

6 Rabbit



Look along the northern ledge of the large central structure, at the bottom of the four columns.

METEOR HERD MISSION RANKINGS:

MISSION 1	
A	13000 pts.
B	12000 pts.
C	11000 pts.
D	8000 pts.

MISSION 2	
A	under 2:00
B	under 3:00
C	under 4:00
D	under 5:00

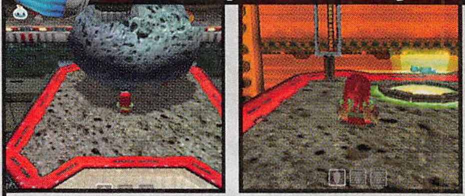
MISSION 3	
A	under 1:30
B	under 2:30
C	under 3:30
D	under 5:00

MISSION 4	
A	14000 pts.
B	13000 pts.
C	11000 pts.
D	9000 pts.

LIMIT - 4:30

MISSION 5	
A	13000 pts.
B	11000 pts.
C	10000 pts.
D	7000 pts.

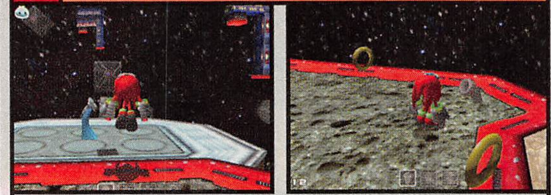
Level-Up Item: Sunglasses



See things that you couldn't before. Press the Y Button until "Sunglasses" appears in the upper right-hand corner of the screen, then press the B Button to put them on. To take them off, simply jump.

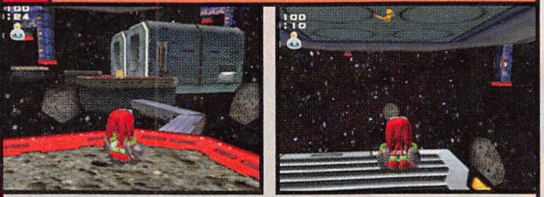
Just to the north of the large central structure, there's a stationary meteor on top of a platform. Punch this meteor across the gap to smash the door on the north wall. Flip the revealed switch to open a trap door on the floor of the large structure above you. Use the nearby spring to get up there, and then fall down the hole where Knuckles' final upgrade waits.

7 Seal



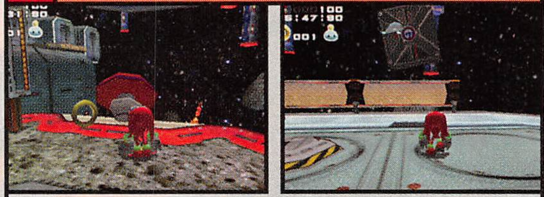
On a platform floating between the four columns of the large central structure, there's a rocket. Take the rocket up, jump from the platform you land on to the one straight ahead, and from there onto the platform below and to the right. Whistle near the pipe on this third platform.

8 Phoenix



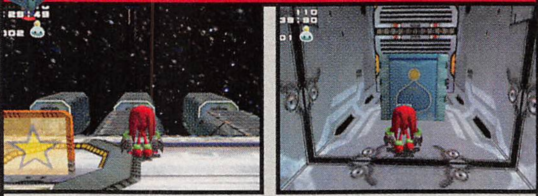
Go back to the platform that the rocket lifted you to, and you'll see another platform connected to it via a steel beam. Just past that are two blue space stations. Climb on top of the nearest one, and look on the underside of the blue platform above.

9 Seal



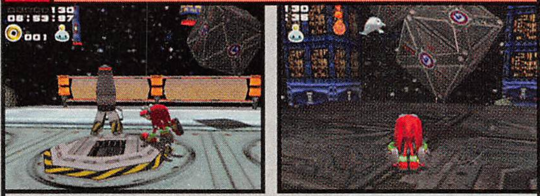
Return again to the platform that the rocket lifted you to, and bounce from the spring there. Look up around the floating metal box of the blue platform you land on.

Chao Box #3



Walk to the edge near the star symbol on the blue platform where you found the previous seal. From there, glide straight ahead to the nearest space station and look inside to find the third Chao Box.

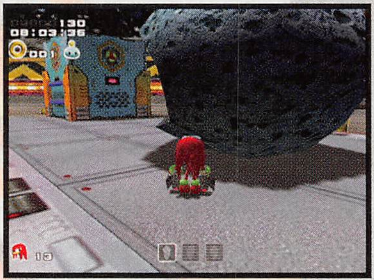
10 Seal



Get back onto that previous blue platform, and take the rocket from it to the large building overhead. Cling to the wall as the rocket releases you, and climb left. The second ledge you come across has a bunch of metal boxes floating above it. Look around the box in the center.

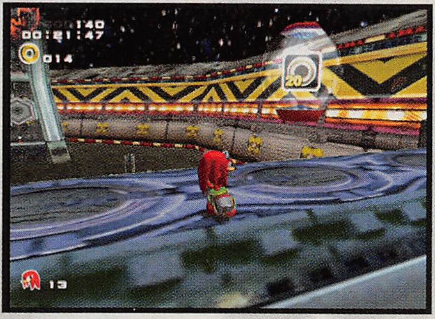
1ST MISSION: FIND THREE PIECES OF THE MASTER EMERALD

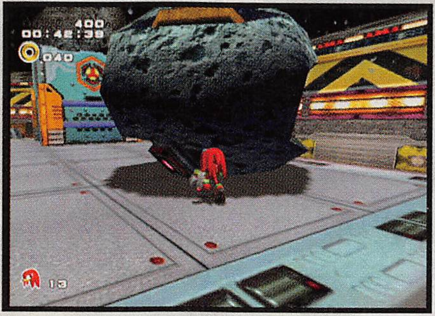
This stage is absolutely enormous, so it can be quite difficult to find the pieces of the Emerald without using the computers for hints. As if that weren't trouble enough, you also have to watch out for falling meteors. The good news is that you can jump slightly higher thanks to lower gravity. This makes exploring easier, but remember to pay very close attention to your radar.

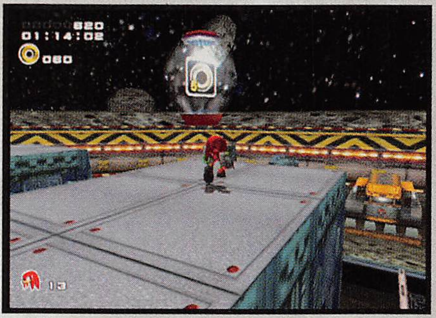


You can punch these stationary meteors to demolish the many doors and large containers scattered about the stage. Simply position yourself behind the big rock while facing the direction you want it to go, and press the B Button. The closer you are to it, the further it flies.

2ND MISSION: COLLECT 100 RINGS

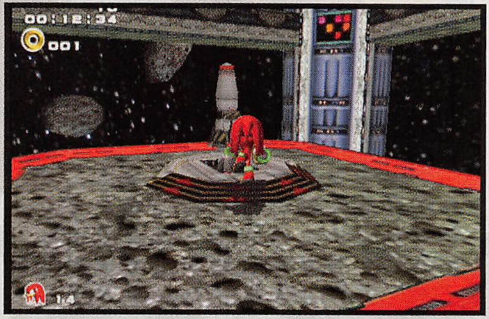


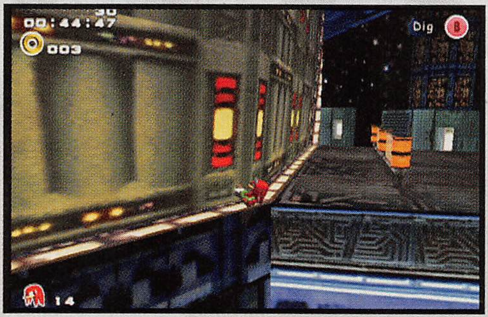


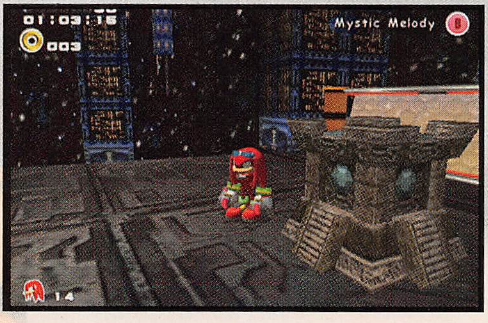


There are plenty of rings in this stage, but the trick is holding onto them with all of those pesky meteors falling from the sky. Keep moving, and your chances of being hit are dramatically reduced. To complete this mission as quickly as possible, begin by gathering the eight rings around you at the starting point, and another six on the ground just ahead. There's an item box containing 20 more on the blue tube to the east, and another six on the ground east of that. Break the large container atop the platform directly east of the large center structure to find an item box containing yet another 20 rings. There's another item box containing five more on the middle ledge jutting out from the west of the large central structure, and an item box containing 10 rings behind the northern door on the west wall. The remaining rings are easily obtained by taking the rocket between the four towers to the first set of platforms overhead.

3RD MISSION: FIND THE LOST CHAO



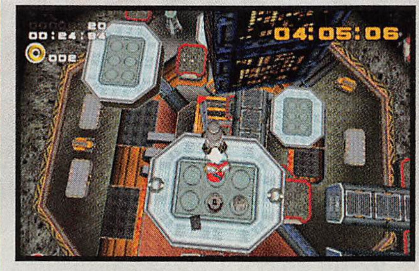


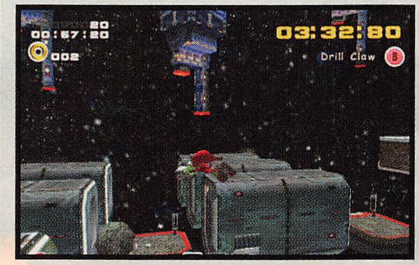


The ancient shrine you need to get to is on the building high overhead. To reach it, start by taking the rocket between the four towers of the large central structure. The rocket drops you on a platform with a spring, and if you bounce from that spring, you land on a blue platform with another rocket. Grab onto this second rocket, and as you let go of it, stick to the wall and climb up until you reach the top of the ledge. Glide around the building to your right, and you come to another ledge. Do the same thing from atop it, and you land next to the shrine. After playing the Mystic Melody, jump into the blue swirl to be transported into a narrow room containing another shrine. Play the Melody again, jump into another swirl, and you're finally transported to the lost Chao.

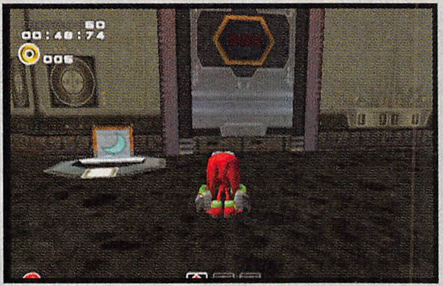
4TH MISSION: GET THE EMERALD PIECES IN 4:30

A good strategy for this mission is to take both rockets up (using the method described in Mission 3) and then glide down in a circle to see if anything comes up on your radar. This is particularly useful if you're trying to score an A, and thus need to avoid referencing computers for hints.

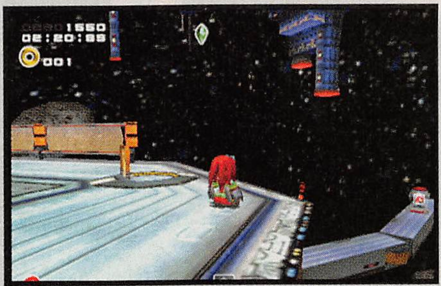




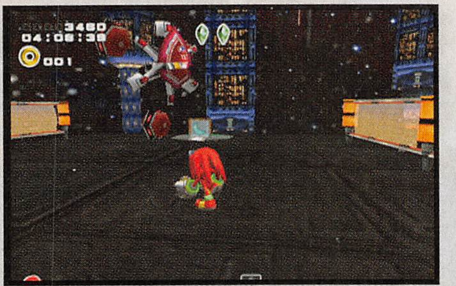
5TH MISSION: CLEAR HARD MODE (SUNGLASSES REQUIRED)



The first Emerald piece is behind the southern door on the eastern wall of the large central structure. Getting to it can be a bit difficult since the falling meteors keep shattering the rock you must use to break open the door. Be persistent!



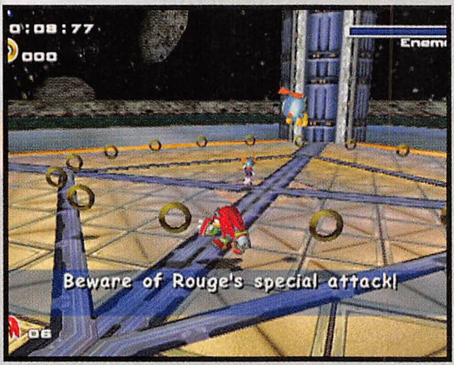
Next, head for this platform by bouncing from the spring at the very top of the large central structure. Once there, walk out onto the end of the beam where the extra life is. Put on your Sunglasses, and you'll see a spring. Bounce from it and gently push right on the Control Stick as you're coming down to hit a second spring. Let this one bounce you straight up a couple of times while you turn the camera to get a bearing on the Emerald. You have to glide from just about the apex of your bounce to grab it.



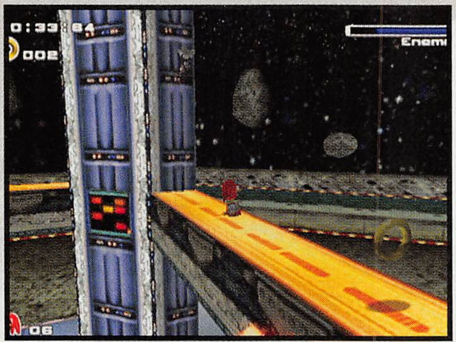
To obtain the final piece, return to the building where you found the lost Chao. Instead of climbing up after releasing the rocket, however, go to the right until you come across a ledge with a Phoenix enemy and a moon symbol. Put on your Sunglasses, and a spring appears next to the moon symbol. Let the spring launch you into the air, and glide forward to grab the Emerald.

BOSS: ROUGE

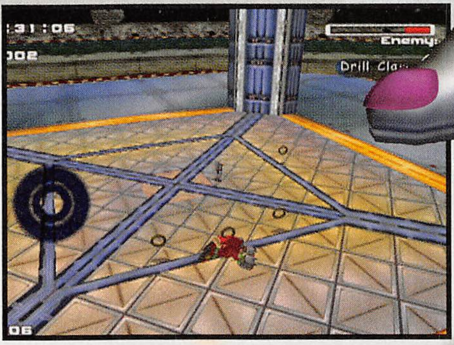
Defeating Rouge shouldn't give you too much trouble. The battle begins on the ground, where you can collect a few rings while dodging her attacks. When she stops, take the opportunity to punch or glide into her. Eventually, the floor opens up and the two of you are launched into the air. Follow Rouge to whichever beam she lands on, and attack relentlessly. If she mutters the words, "Here I come," get moving! It means she's about to launch her Black Wave attack, which can hit you from anywhere. After dodging it, go back to work. Four hits should be the end of her.



Grab some rings as soon as possible so that you can withstand being hit.



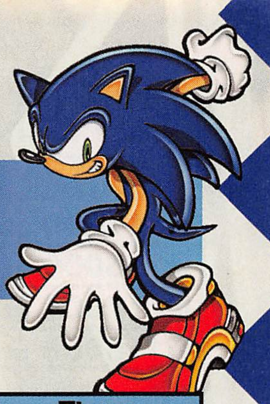
If Rouge starts to climb one of the beams, don't stand under her! She's probably about to come at you with a drill kick.



When Rouge says, "Here I come," move fast to avoid her Black Wave attack. This special attack can hit you from anywhere if you stand still.

HERO STORY

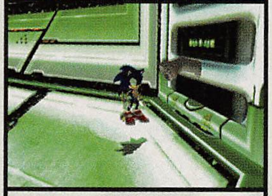
15 Crazy Gadget



Small Animals Found in This Stage:

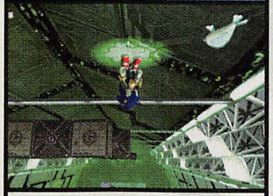
Tiger	swim -8 fly -16 run +20 power +36
Seal	swim +40 fly -16 run +0 power +8
Skunk	swim +8 fly +12 run +16 power +12
Bear	swim +8 fly -16 run +4 power +36
Phoenix	swim +12 fly +32 run +4 power +16

1 Tiger



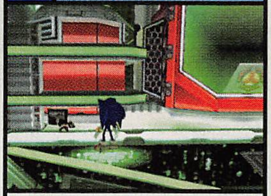
Whistle near the pipe in the near right-hand corner at the end of the first hallway.

2 Seal



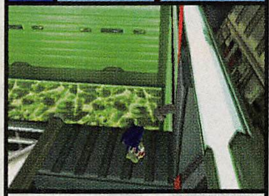
After flipping the first gravity switch, turn back toward the screen and look in the right-hand corner of the ceiling.

3 Skunk



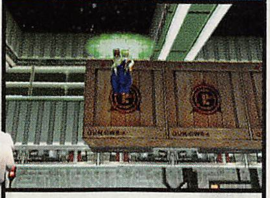
Look in the far left-hand corner of the room where the first point marker and warp tube are.

4 Tiger



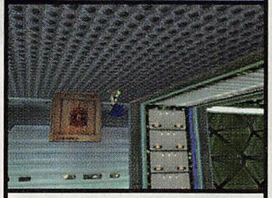
Whistle near the pipe on the right-hand wall of the room you enter after going through the first warp tube.

5 Tiger



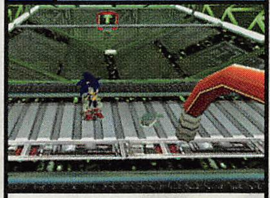
Just ahead in the same room, flip another gravity switch and break the wooden crate to the left of the spring on the ceiling.

6 Seal



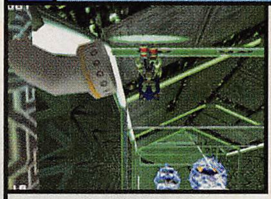
After somersaulting through the narrow gap in the ceiling, run to the side of the room opposite of where you entered. Break the wooden crate there.

7 Seal



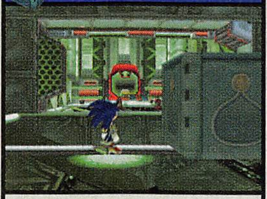
Look at the end of the second rail you grind after passing through the second point marker.

8 Seal



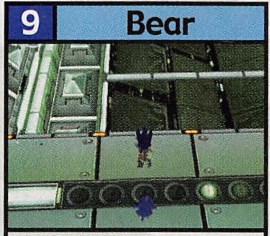
Proceed forward until you drop into a room containing an Artificial Chaos P-100. After disposing of the enemy, jump atop the ancient shrine in the green slime to your left. Play the Mystic Melody, and jump across the series of platforms that appears to reach a gravity switch. Flip the switch and walk along the ceiling back to the hallway just before this room. In that hallway, look along the left-hand wall, and you'll see a pipe near the ceiling. Whistle next to this pipe.

Chao Box #1



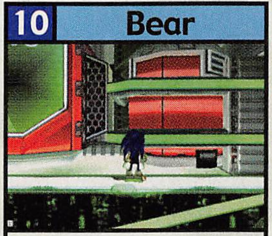
The first Chao Box is on the middle of the floor just before you pass through the fourth point marker.

9 Bear



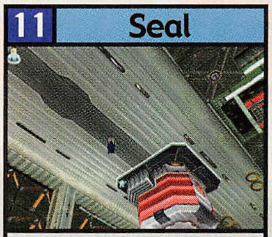
Look on the left-hand side of the ledge just in front of where you found the first Chao Box (this requires you to backtrack a couple of steps).

10 Bear



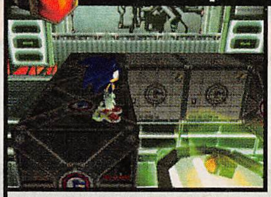
After passing through the fourth point marker, whistle near the contraption to the right of the warp tube entry.

11 Seal



Look around the exit of the aforementioned warp tube.

Level-Up Item: Flame Ring



Transforms the somersault into a more powerful "fire somersault." With the Flame Ring, Sonic can break iron containers.

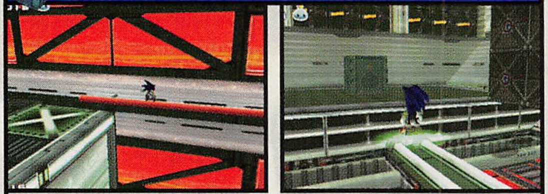
After exiting that aforementioned warp tube, you appear on the ceiling of a long room. Near the end of this room is a gravity switch. Use it to revert gravity back to normal, walk toward the screen, and bounce up one of the springs in the corners. The Flame Ring is tucked between some iron containers up here.

CRAZY GADGET MISSION RANKINGS:

	MISSION 1	MISSION 2	MISSION 3	MISSION 4	MISSION 5
A	17000 pts.	under 3:00	under 5:00	16000 pts.	15000 pts.
B	15000 pts.	under 3:30	under 5:30	15000 pts.	13000 pts.
C	12000 pts.	under 4:00	under 6:00	14000 pts.	11000 pts.
D	10000 pts.	under 4:30	under 7:00	12000 pts.	9000 pts.

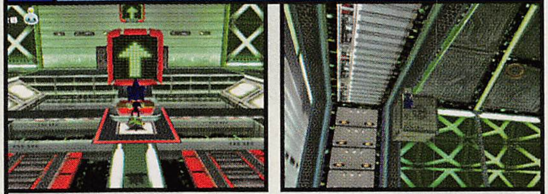
LIMIT - 5:00

Chao Box #2



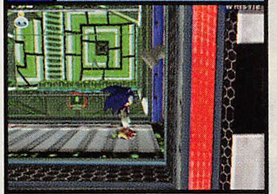
After grabbing the Flame Ring, keep walking toward the screen, and you'll come to a pit of green slime with rails above it to either side. Grind one of the rails to get across the pit, and you'll find the second Chao Box on the other side.

12 Seal



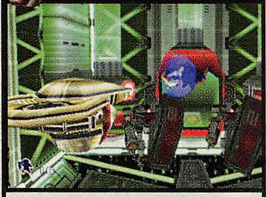
After flipping another gravity switch and somersaulting through the narrow gap in the ceiling, break the iron container to your immediate left in the next room.

13 Bear



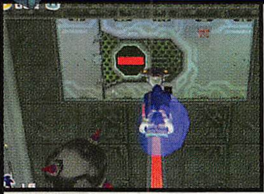
After light dashing through space, immediately look behind and to your right and whistle near the pipe on the wall.

Gold Beetle



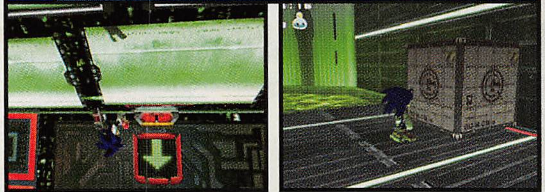
Appears to the left in the room containing the third warp tunnel entry and two Shield Hunters.

Chao Box #3



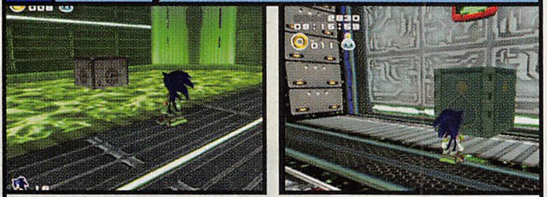
Soon after exiting the third warp tunnel, you come to a room containing a long red beam with swinging spiked balls and a beetle atop it. Walk along the beam, jump over the balls, and perform a homing attack on the beetle to reach the door on the other side. Flip the gravity switch behind this door to walk along the ceiling, and then launch the missile just ahead to open an alcove. The Chao Box is on the floor of this alcove, but if you're looking to find all of the animals, don't go after it just yet.

14 Skunk



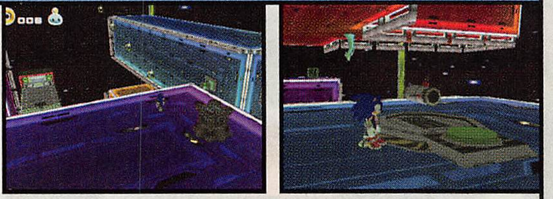
The iron container holding this animal is on the floor below that long red beam. If you're on the ceiling and you've just launched the missile, you'll have to backtrack quite a ways to find a gravity switch to put you back on the floor.

15 Tiger

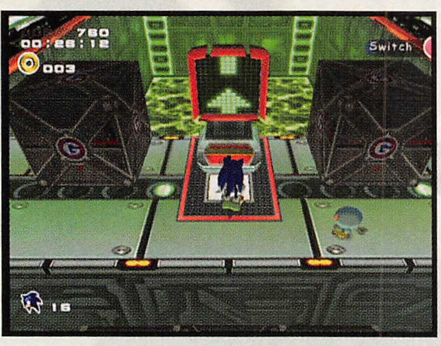


Break the iron container in the green slime to the left of where you found the previous animal. Be sure you have some rings before attempting this, because you will take a hit. Afterwards, proceed forward and look in that alcove for the third Chao Box.

16 Phoenix

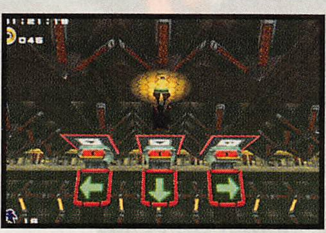


When you reach the bottom of the red platform out in space, hit the gravity switch on the left-hand side of the screen to land next to a cage on the purple platform. Walk toward the screen and to the right until you come to an ancient shrine. Play your Mystic Melody near the shrine, and a path of rings appears. Light dash across these rings and hold up on the Control Stick to land on top of the red platform. Jump down from there onto the blue platform to the right, and you'll see a missile and a spring. Fire the missile to destroy the cage atop the purple platform, and then bounce from the spring to your left.

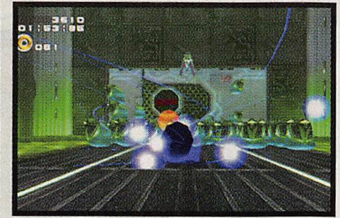


1ST MISSION: HURRY AND FIND EGGMAN

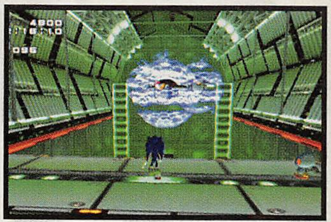
Numerous switches throughout this stage reverse gravity and allow you to travel along the ceiling and walls. Note that Sonic moves across the screen in whichever direction you're pushing on the Control Stick, regardless of his perspective. For example, if Sonic is on the right-hand wall, pushing up will not move him "forward, " but rather vertically up the wall. Take a moment at the beginning of the stage where it's safe to acquaint yourself with these controls.



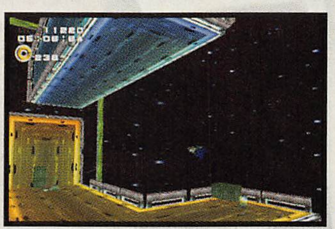
When you come to these three switches, just hit the one on the right and run down to the rail.



The best use you'll ever get out of your light attack is when these Artificial Chaos spawn a bunch of cells. Charge the light attack by standing still and holding down the B Button. When Sonic stands back up, release the button and he'll defeat everyone onscreen in one fell swoop.



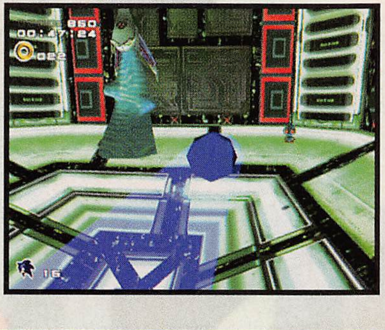
This part can be a little tricky if you don't know how to get past it. Wait for the enemies to drop their force fields, homing attack across them, and then let Sonic drop forward just a touch before performing a light dash (the B Button icon flashes in the top right-hand corner of the screen when it's time to light dash.



When bouncing from this spring here, it may seem like you're supposed to reach the blue platform above. That's not the case. Instead, push down on the Control Stick as you bounce to land on the near side of the yellow platform.

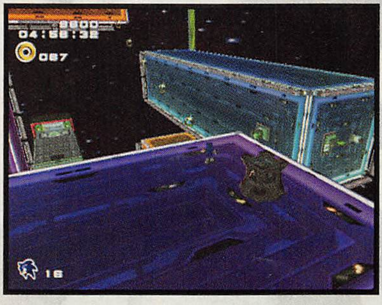
2nd Mission: Collect 100 Rings

This mission is surprisingly easy if you're able to get by the annoying Artificial Chaos. The best approach is to line up a tad to his left or right, spin dash toward him from a distance, and then jump up and perform a homing attack just after you go by him.



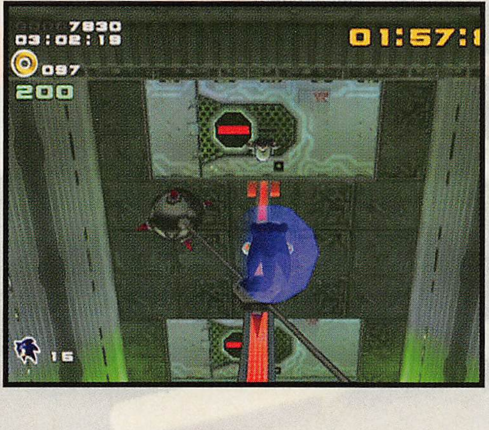
3rd Mission: Find the Lost Chao

When you reach the red platform out in space, instead of proceeding forward, hit the gravity switch to your left. Doing so places you on top of the purple platform, where the ancient shrine is, toward the screen and to the right. Play the Mystic Melody to make a row of rings appear. Light dash across them and push forward on the Control Stick to reach the top of the red platform where the lost Chao waits.

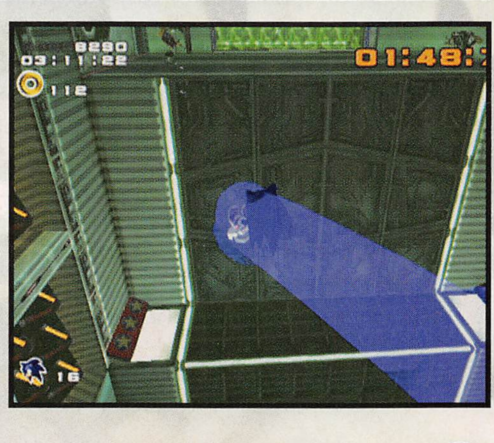


4th Mission: Reach the Goal within 5:00

I'm not exaggerating when I say that every second counts in this mission. Don't attack any unnecessary enemies and don't stray for any rings. You need to be going full-tilt almost constantly to reach the goal in less than five minutes.

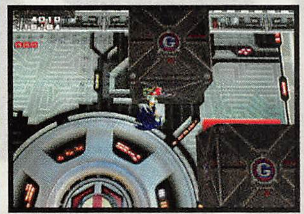


Fortunately, there is one shortcut. When you get to this room, don't drop. Instead, jump over the spiked balls and perform a homing attack while in midair to defeat the nearby enemy. Go through the door that opens, then as a second door opens on the opposite side, jump off and perform another homing attack to land near the springs below.

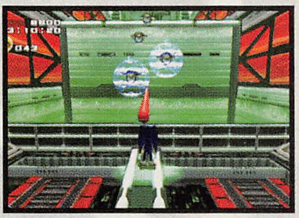


5th Mission: Clear Hard Mode

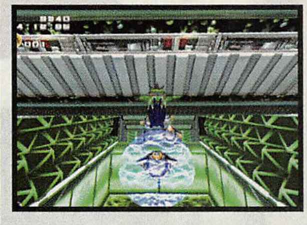
Quite a few changes have been made to Crazy Gadget in Hard mode.



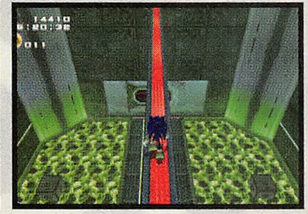
The spring here has disappeared, replaced by a series of blocks that you must jump from and use as steps.



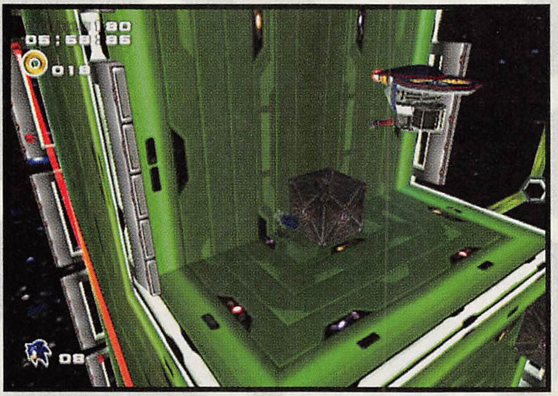
The path to the shortcut now has an alternating laser field that's much trickier to get by than the spiked balls that used to be here.



To get past this section, wait for the enemies' force fields to dissipate, then grind down the rail, and homing attack up to the ledge above.



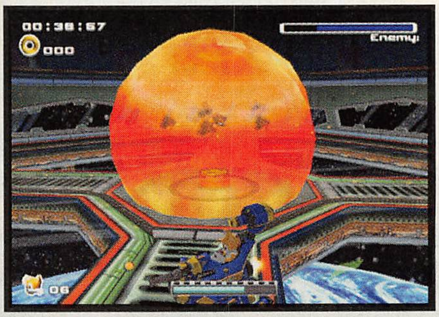
Here, the row of rings you used to light dash across has been replaced by a row of enemies.



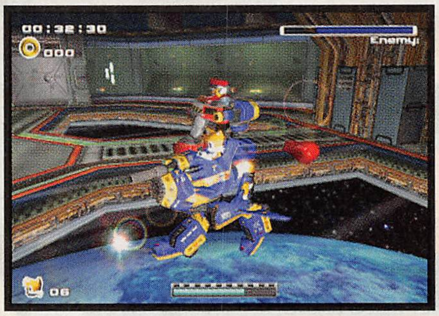
Out in space, the switch to activate the rocket at the end of the stage has been moved to beneath this box. When you land on the yellow platform for the second time, head toward the screen and hit the gravity switch on the near side. This pulls you back to the green platform, where the rocket switch is now revealed. Hit it quickly before the crate falls back on top of it. Lasers have also been added to the green platform farther on, but it's fairly easy to jump over them. At the end of the purple platform, however, there are no longer rings to light dash across. Instead, you must reach the blue platform via leap of faith. From there, everything is the same as before.

Boss: Dr. Eggman

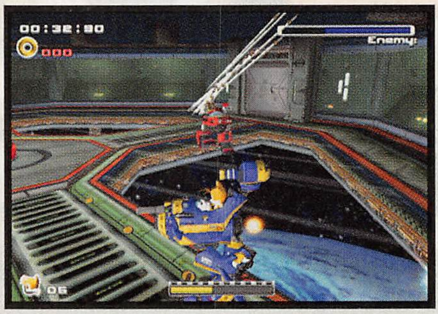
Before proceeding to the final stage, you must defeat Dr. Eggman one last time with Tails. In addition to the conventional ways of attacking him, you can also blast one of the canisters that arise from the center of the room, and try to lure him into the explosion. After scoring a couple of hits on him, he may come at you with a flurry of missiles or a huge laser. Just keep moving, and try to finish him off before he has a chance to unload this heavy artillery.



Try destroying one of the canisters and luring Eggman into the resultant explosion. Doing so inflicts a lot of damage.



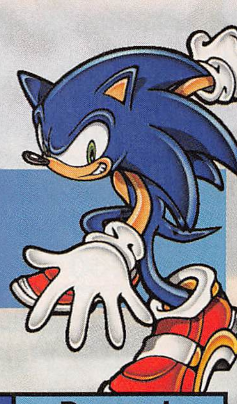
If you get too close to Dr. Eggman, it's difficult to see his cannon fire, and he might try to punch you. Keep your distance!



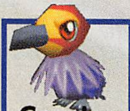
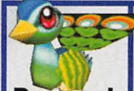
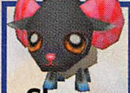
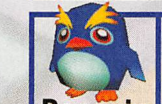
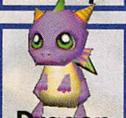
If Dr. Eggman unloads a barrage of missiles at you, run away and don't stop until they dissipate. Both these and his huge laser move every bit as fast as Tails does, so there's no time to take a breather.

HERO STORY

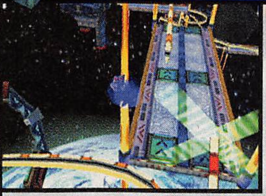
16 Final Rush



Small Animals Found in This Stage:

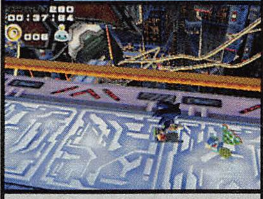
Animal	swim	fly	run	power
 Condor	+20	+60	-24	+16
 Peacock	+12	+48	-16	-12
 Sheep	+8	+8	+16	+16
 Penguin	+36	+12	+8	-24
 Dragon	+20	+4	+8	+32

Chao Box #1



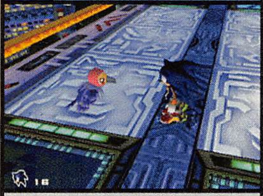
Toward the end of the stage's very first rail, you see another rail to your left. Jump onto it, and then onto a vertical rail ahead. From there, you see a platform above with a spring. Bounce from the spring onto another platform with a dash panel and another rail. Use the dash panel to grind up the rail, and then land on another rail to your right. At the end of this rail is the first Chao Box.

1 Peacock



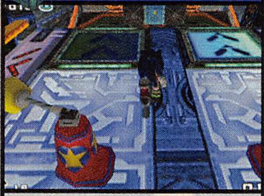
Look on the catwalk where you found the first Chao Box. It's almost impossible to miss.

2 Condor



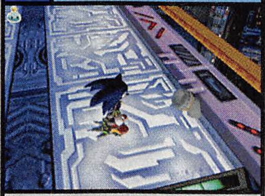
Grind from the rail at the end of the catwalk where you found the first Chao Box. Look to the left at the end of this rail.

Chao Box #2



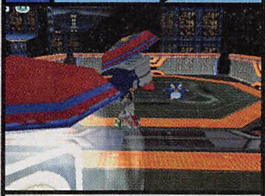
The second Chao Box is tucked between two metal boxes on the platform just after the first point marker.

3 Condor



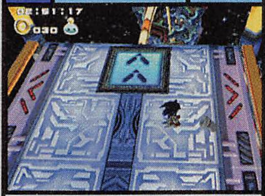
After slowly running down the hill where you found the second Chao Box, you drop to another catwalk. Whistle near the pipe behind you to the right.

4 Penguin



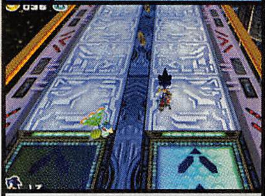
Grind the purple rail ahead and look on the right-hand side (near the spring) of the platform it leads you to.

5 Sheep



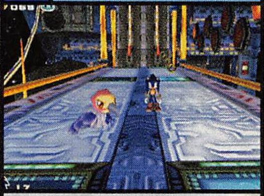
After grinding a long, twisting rail, you land on a catwalk with two Artificial Chaos. Whistle near the pipe to their right.

6 Peacock



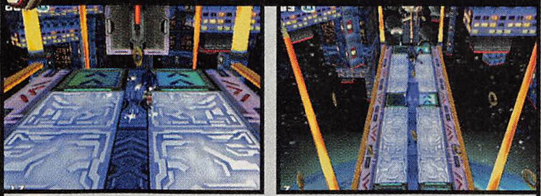
Look around the near side of the catwalk at the bottom of the hill after the second point marker.

7 Condor



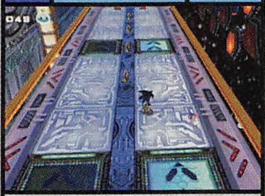
When you come to the catwalk before the first set of dual vertical rails, walk toward the screen and look around the edge.

Gold Beetle



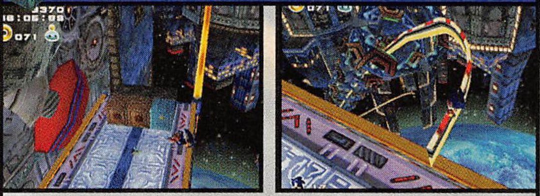
Grind up the first set of dual vertical rails, and proceed forward until you come to a single vertical rail. Grind up this rail and jump as you reach the end. The Gold Beetle appears at the height of your jump.

8 Sheep



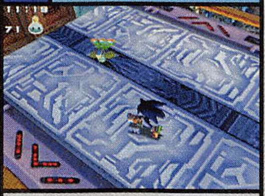
Look along the right-hand side of the catwalk where the fourth point marker is.

Chao Box #3



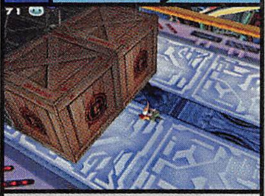
While bouncing from a series of springs in quick succession, you catch a quick glimpse of the Chao Box on a catwalk to your left before landing on an adjacent rail. As soon as you land on the rail, hold down on the Control Stick, jump, and grind back toward the catwalk.

9 Peacock



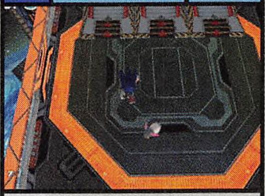
Look directly in front of the final Chao Box. It's almost impossible to miss.

10 Penguin



Break the wooden crates situated right next to the final Chao Box.

11 Sheep



Very slowly run down the hill that follows the fifth point marker. At the bottom is a platform with three dash panels. Look just before the dash panels.

FINAL RUSH MISSION RANKINGS:

MISSION 1	
A	13000 pts.
B	11000 pts.
C	10000 pts.
D	9000 pts.

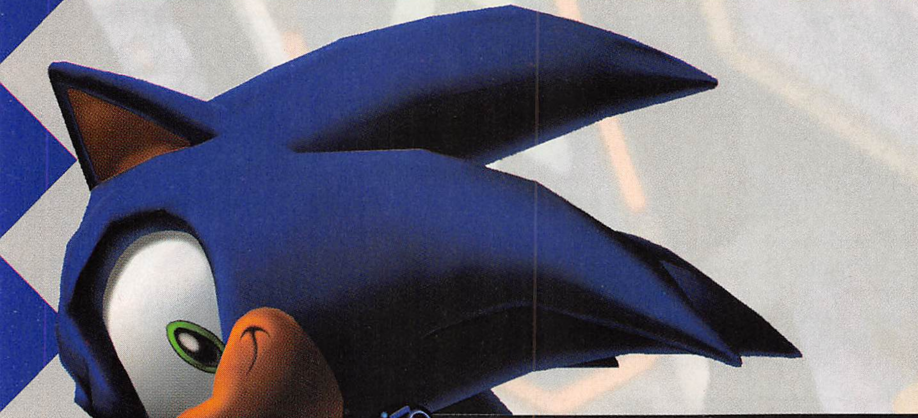
MISSION 2	
A	under 1:30
B	under 1:45
C	under 2:30
D	under 3:00

MISSION 3	
A	under 4:30
B	under 4:45
C	under 5:00
D	under 5:30

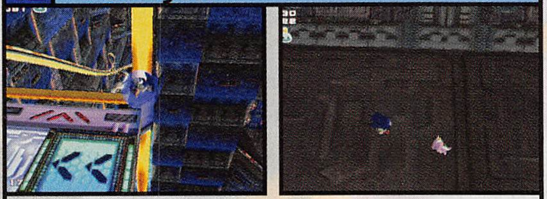
MISSION 4	
A	13000 pts.
B	12000 pts.
C	10000 pts.
D	8000 pts.

LIMIT - 5:00

MISSION 5	
A	13000 pts.
B	12000 pts.
C	10000 pts.
D	9000 pts.

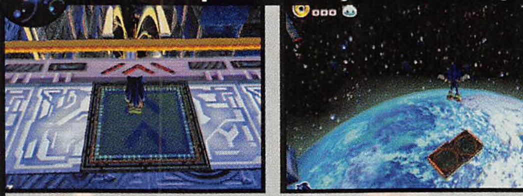


12 Dragon



After the fifth point marker, you eventually come to a catwalk where you're presented with an orange rail and a purple rail. Run to the right edge of that catwalk, jump up, and perform a homing attack while holding up and right on the Control Stick. You're aiming for a ledge on that big blue building ahead.

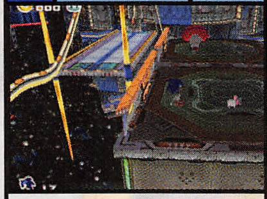
Level-Up Item: Mystic Melody



When near an ancient shrine, press the B Button to play a mysterious melody. This item is needed to complete the third mission (Find the Lost Chao) in every stage.

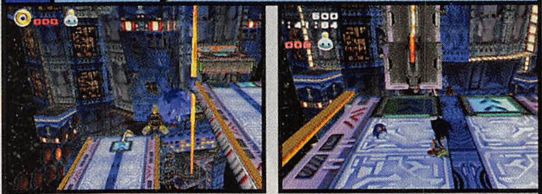
Make your way back to that platform with the orange and purple rails. Grind the orange rail, crouching while you do to build up speed. As you fly off the end of the rail, push forward on the Control Stick to land near the rocket on the platforms below. Take this rocket to another platform, and then jump from that one to the one ahead of you with the spring on top (a sheep is located here). Bounce up, run forward, grind up the vertical rail, and you'll see the Mystic Melody straight ahead.

13 Sheep



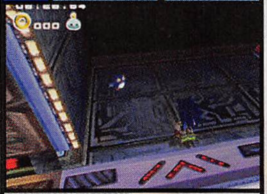
On your way to obtaining the Mystic Melody, look on the platform with the spring.

14 Penguin



After grabbing the Mystic Melody, head back to the blue catwalk you were bounced onto by the spring. Jump down to another blue catwalk on your left, and walk toward the screen. When you get to the edge, drop straight down, and you'll land on yet another blue catwalk. Look along its left-hand side.

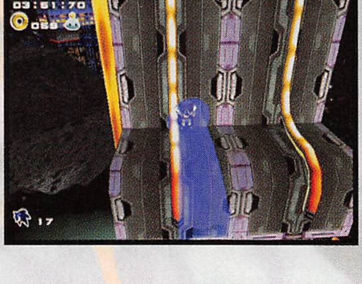
15 Penguin



After grinding a long, twisting rail through some meteors, you eventually come to a tunnel. Look in the left-hand corner at the end of that tunnel.

1ST MISSION: HURRY AND FIND THE POINT OF THE CANNON

This stage basically serves as a showcase for Sonic's grinding ability, so if you're proficient with it, you should be fine. Be careful of where you light dash, and generally proceed with caution. You don't want to see our poor hero burn into Earth's atmosphere.

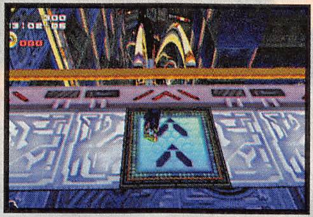


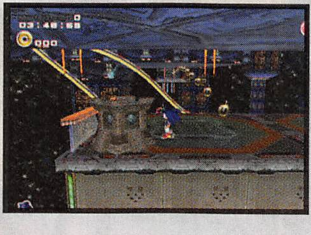
The easiest way to grind up these vertical rails is to perform a homing attack onto them.

2ND MISSION: COLLECT 100 RINGS

There are plenty of rings in this stage, but to collect 100 as quickly as possible, try to jump onto more lucrative rails and aim for as many item boxes as you can.

3RD MISSION: FIND THE LOST CHAO



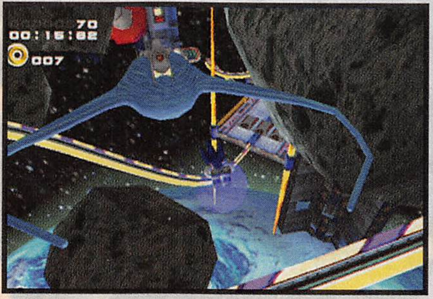


When you get to this point, take the purple rail. It leads you to an ancient shrine, upon which you must play the Mystic Melody. Doing so causes two platforms to appear up ahead. Jump onto the second platform, then grind up the purple rail in front of you. To garner some speed, you may need to perform a homing attack onto it. Follow the short path it leads to, and play the Mystic Melody near another ancient shrine to make a row of rings appear. Light dash across them, grind a series of vertical and horizontal rails, and you'll finally come to a section where the lost Chao is waiting at the end.

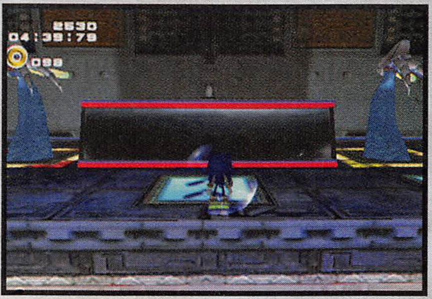
4TH MISSION: REACH THE GOAL WITHIN 5:00

Crouch, crouch, crouch. While grinding rails, holding the B Button to crouch allows you to build speed. Also, don't take the time to attack enemies or go after rings, and launch forward as far as you can when jumping off of rails.

5TH MISSION: CLEAR HARD MODE

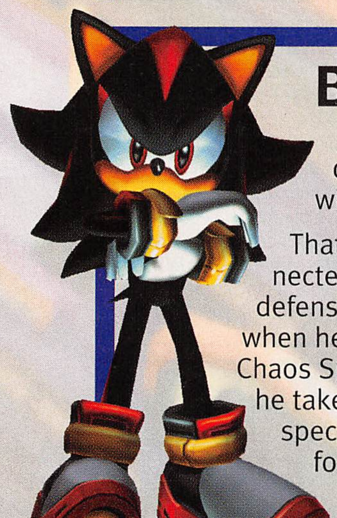


The Artificial Chaos here now attacks, so jump from the rail and perform a homing attack on him, then another onto the nearby spring to get back to safety. Additionally, some platforms are now farther apart, so you have to use the homing attack on item boxes and vertical rails to reach them.



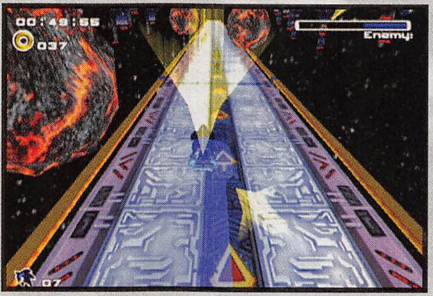
In this room, there is a giant weight covering the hole you need to get down. Destroy the Artificial Chaos on the right to reveal a switch that keeps the weight suspended in air.

BOSS: SHADOW

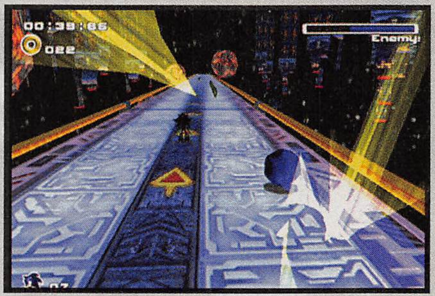


It's time for the final showdown with Shadow. Surprisingly, he doesn't present much of a challenge – the environment you fight in is far more dangerous. Keep running, or the ground will start to collapse from under you, dropping Sonic into the great abyss of space.

That said, to defeat Shadow, begin by simply hitting him with homing attacks. After you've connected two or three times, he'll start to jump up and deflect your assault (you can use the same defense whenever he launches a homing attack). The final two hits, therefore, must be scored when he's vulnerable. Slow down and let him run up ahead, where he'll attempt to unleash the Chaos Spear. The brief time he takes to charge this special attack is enough for you to build up a spin dash and take aim. Alternatively, you can rush toward him, attempt to dodge the Chaos Spear, and nail him with a homing attack while he's recovering. Either strategy is effective, and should help you finish off the fake hedgehog in no time.



Let Shadow run a bit ahead of you, and he'll stop to charge the Chaos Spear. Jump as soon as he stops, and once the Spear is unleashed, perform a homing attack to avoid it.

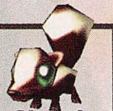


Alternatively, you can charge a spin dash when Shadow stops, and let it rip just before he launches the Chaos Spear.

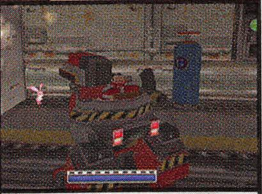
DARK STORY

1 Iron Gate

Small Animals Found in This Stage:

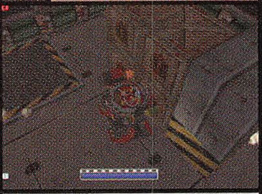
 Skunk	swim +8	fly +12	run +16	power +12
Raccoon	swim +20	fly +16	run +4	power +8
Tiger	swim -8	fly -16	run +20	power +36
Gorilla	swim -4	fly -8	run +4	power +40
Dragon	swim +20	fly +4	run +8	power +32

1 Raccoon



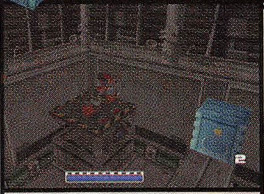
As soon as you exit the stage's first room, look in the corner to your left.

2 Gorilla



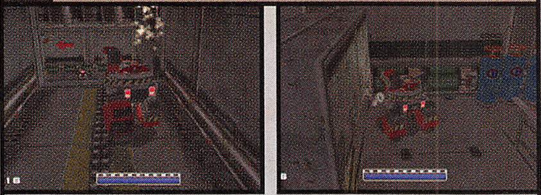
In the room following the first point marker, destroy the crates in the alcove to your right.

Chao Box #1



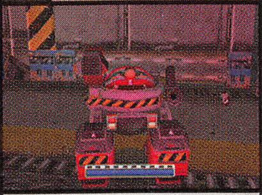
In the room following the first point marker, take the lift on your right to reach the ledge where the first Chao Box is.

3 Skunk



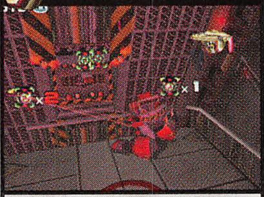
After grabbing the first Chao Box, take the lift to your left and walk down the following hallway. At the end of the hallway, you drop to a room with a small ledge jutting out from the wall. Whistle near the pipe on the right-hand side of this ledge.

4 Skunk



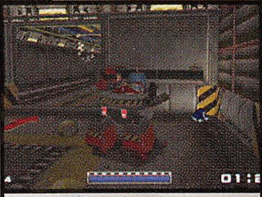
Look in the right-hand corner immediately after blasting through the first level-two door.

Gold Beetle



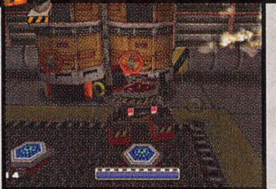
Appears to the right while you're descending on the first large, gated elevator.

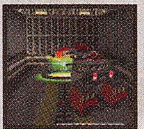
5 Gorilla



Look in the right-hand corner of the room immediately following the second point marker.

Level-Up Item: Laser Blaster

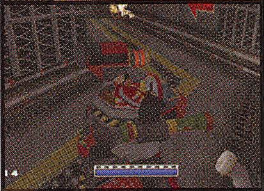




Lock-on missile power-up. Missile fires faster, and spreads as it explodes to destroy enemies in a wider area.

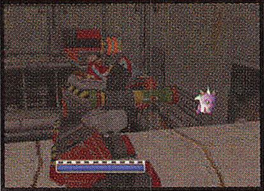
In the room immediately following the second point marker, you see some large explosive canisters against the wall. Destroy them to reveal four iron containers in that wall. Once you have the Large Cannon, you can blast through these iron containers and find the Laser Blaster in the tunnel behind them.

6 Gorilla



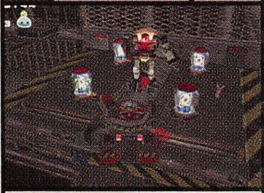
Whistle near the pipe on the right-hand wall of the hallway following the first room after the second point marker.

7 Dragon



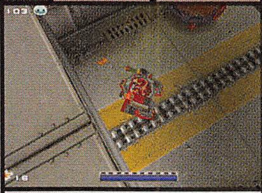
In the large room after the first level-three door, walk straight ahead, and you should see a large pipe with a spring at the end. Use it to bounce up onto a platform on the left, then destroy the iron container to reveal another spring. Bounce off that and hover to a platform on your right, where you'll find three more springs. Bounce up and land on the pipe above, then hover around the corner to your left onto another pipe. Hover from here onto a third pipe straight ahead, and look at the end near the right-hand wall.

8 Bunny



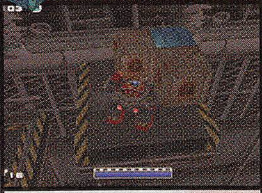
Look to the right of the four item boxes in the large room that follows the first level-three door.

9 Tiger



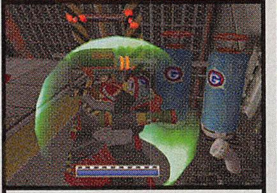
In the hallway after the aforementioned large room, you drop down slightly two times. After the second time, look in the corner to your left.

Chao Box #2



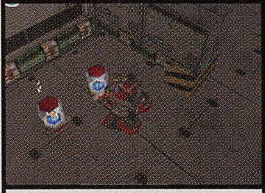
After exiting that hallway, you come to a path with the third point marker to the left, and a lift to the right. Take the lift and jump onto the platform to find the Box.

10 Skunk



In the room immediately following the third point marker, whistle near the pipe against the right-hand wall.

11 Skunk



In the room immediately following the first level-five door, look in the alcove to your left.

IRON GATE MISSION RANKINGS:

	MISSION 1
A	20000 pts.
B	18000 pts.
C	16000 pts.
D	14000 pts.

	MISSION 2
A	under 1:35
B	under 1:45
C	under 2:00
D	under 2:30

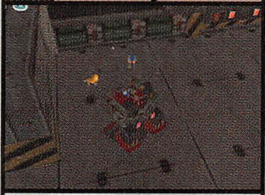
	MISSION 3
A	under 2:00
B	under 2:15
C	under 2:30
D	under 3:00

	MISSION 4
A	20000 pts.
B	18000 pts.
C	16000 pts.
D	14000 pts.

LIMIT - 4:00

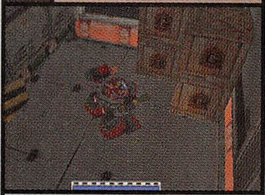
	MISSION 5
A	19000 pts.
B	17000 pts.
C	15000 pts.
D	12000 pts.

12 Tiger



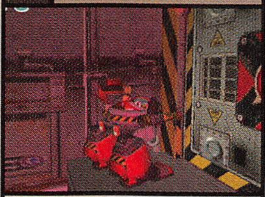
In the room immediately following the first level-five door, look around the right-hand side of the small ledge near the Omochao.

13 Gorilla



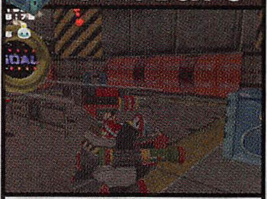
In the room after the one where you found the two previous animals, break the wooden crates along the wall, and whistle near the revealed pipe.

14 Gorilla



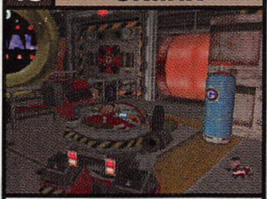
Whistle near the pipe to the left of the first blast door. You can do this either before or after launching the missile in the same room.

Chao Box #3



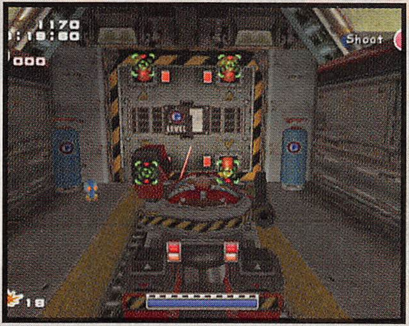
Don't build up too much speed on the dash panels where the blast doors were, or you might be launched into the Goal Ring before you get to this Chao Box.

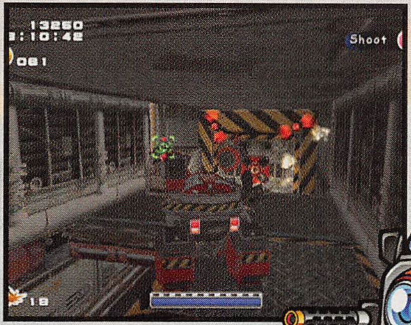
15 Skunk



Look in the far right-hand corner of the room containing the Goal Ring. Heed the same warning as for the third Chao Box.

1ST MISSION: GET TO THE CORE OF THE MILITARY BASE

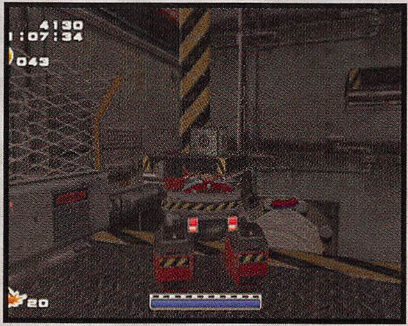




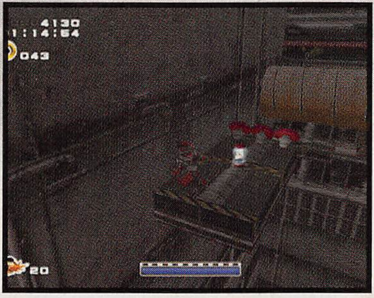
To open any door in this stage, you must target and destroy its four locks. As with Tails, locking onto multiple items and/or enemies at once rewards you with substantial point bonuses. Note that Dr. Eggman has an HP gauge like Tails does. To keep it filled, collect as many rings as possible.

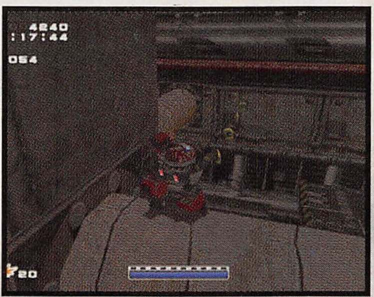
When you get to this room, a series of blast doors close and block off access to the hall ahead. To destroy the doors, launch the missile by shooting the adjacent control panel.

2ND MISSION: COLLECT 100 RINGS



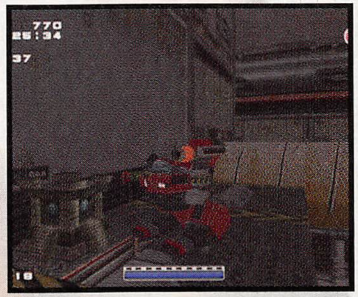
As long as you don't get hit, collecting 100 rings in this stage is fairly easy. To do so in under 1:35, however, requires you to take a detour when you get to the room following the first level-three door. Upon entering, walk straight ahead, and you should see a large pipe with a spring at the end. Use it to bounce up onto a platform on the left, then destroy the iron container to reveal another spring. Bounce off this spring and hover to a platform on your right. Here you find 10 rings and three springs. Bounce up and land on the pipe above, where there is a row of rings that you can hover through before dropping back down and continuing on.

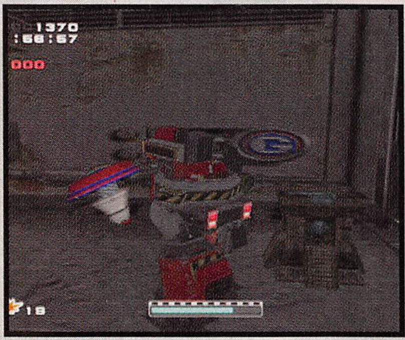




3RD MISSION: FIND THE LOST CHAO

(MYSTIC MELODY, LARGE CANNON & JET ENGINE REQUIRED)





Reach this platform by using the detour described previously, except drop down next to the ancient shrine instead of back onto the main path. Play the Mystic Melody near the shrine, and a series of platforms appear, leading you to a pulley. Ride it into the room above, and head around the corner to your right. You come to a dead end where another ancient shrine is. Play the Mystic Melody again, and a spring and some more platforms appear. Work your way up, and find the Chao on the top level against the center of the wall.

4TH MISSION: REACH THE GOAL WITHIN 4:00

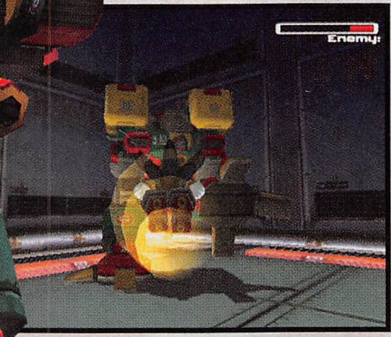
This mission is fairly easy. Just keep firing and try to blast the doors open as you approach them.

5TH MISSION: CLEAR HARD MODE

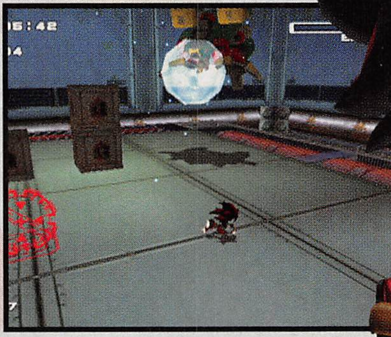
The only significant differences here are the addition of more aggressive enemies and the disappearance of quite a few rings.

BOSS: B-3x HOTSHOT

This battle is fought with Shadow, and is very similar to Sonic's first boss encounter. When the enemy takes flight, keep moving to avoid his fire. Then as soon as he lands, attack the cockpit before he has a chance to unload his missiles on you. After hitting him, a crosshairs appears. Don't let it lock on to you, or you'll be blasted by a huge laser. Four hits should do him in.



Run toward Hotshot as he begins to land, and attack the cockpit before the missile bay doors open.



After you hit him, Hotshot tries to lock onto you with a crosshairs. Keep moving to evade his sights.

DARK STORY

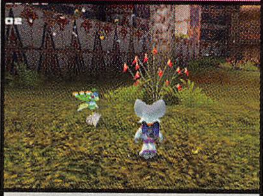
2 Dry Lagoon

Small Animals Found in This Stage:

Peacock	swim +12	fly +48	run -16	power -12
Sheep	swim +8	fly +8	run +16	power +16
Penguin	swim +36	fly +12	run +8	power -24
Sea Otter	swim +44	fly -4	run +8	power -16
Unicorn	swim +16	fly +12	run +36	power +0

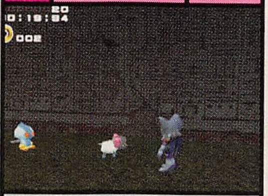
Located in the First Section:

1 Peacock



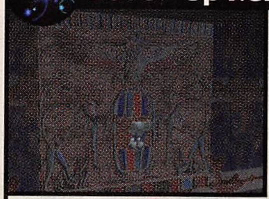
Look around the trunk of the tree near the west wall (all directions are relative to the starting point).

2 Sheep

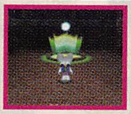


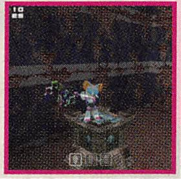
Look near the Omochao in the alcove in the north wall.

Level-Up Item: Mystic Melody



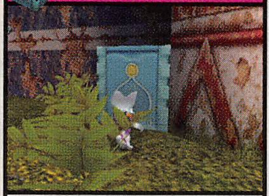
Dig through the painting just above the first ledge on the east wall. You land in a small room where the Mystic Melody waits.





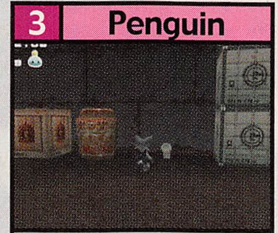
When near an ancient shrine, press the B Button to play a mysterious melody. This item is needed to complete the third mission (Find the Lost Chao) in every stage.

Chao Box #1



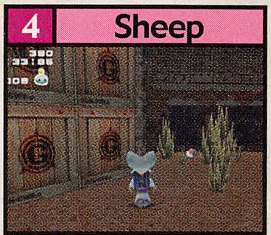
The first Chao Box is on the north end of the first ledge along the east wall.

3 Penguin



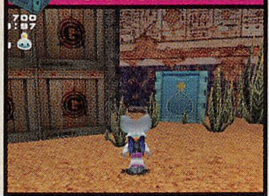
Climb up to the top floor, and whistle near the pipe tucked between the crates along the south wall.

4 Sheep



Look near the stack of crates in the southwest corner on the top floor.

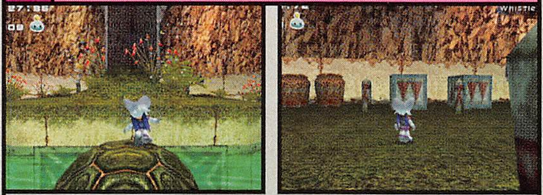
Chao Box #2



The second Chao Box is next to the crates in the northeast corner on the top floor.

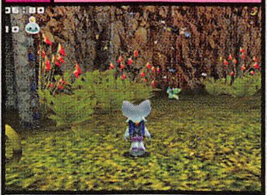
Located in the Oasis:

5 Unicorn



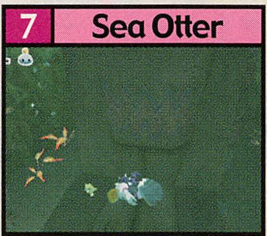
After taking the tortoise to the oasis, jump onto the platform in front of you. Behind the tall, dark pillar, there's a circle of stakes in the ground. Stand in the center of this circle, and whistle.

6 Peacock



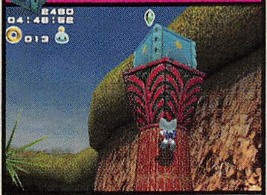
Head down the path to the east of where you entered the oasis, and look just past the first large ruin there.

7 Sea Otter



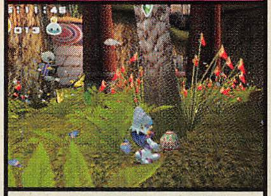
At the end of that eastern path, you come to a statue in a shallow pool of water. Dive down and look near the statue's feet.

Chao Box #3



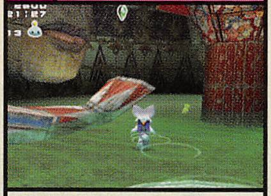
Two red pillars stand at the beginning of the path to the west of where you entered the oasis. The final Chao Box is atop the northernmost pillar.

8 Peacock



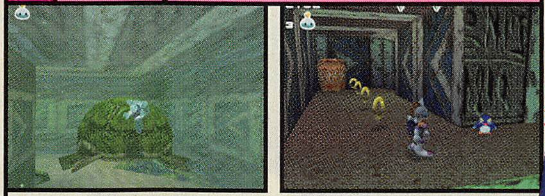
Pick up the small pot at the trunk of the tree just past those two red pillars.

9 Sea Otter



At the end of the path to the west of where you entered the oasis, there's some very shallow water. Look next to the huge canoe down there.

10 Penguin



Return to the tortoise and dive into the water. There's a second tortoise down here that can take you through the tunnel in the north wall. When he appears, swim next to him and hit the B Button to grab on. After you get through the tunnel, press the A Button to let go and emerge near the entrance above. Look to the right of this entrance.

DRY LAGOON MISSION RANKINGS:

	MISSION 1
A	15000 pts.
B	12000 pts.
C	10000 pts.
D	8000 pts.

	MISSION 2
A	under 2:00
B	under 2:30
C	under 3:30
D	under 4:30

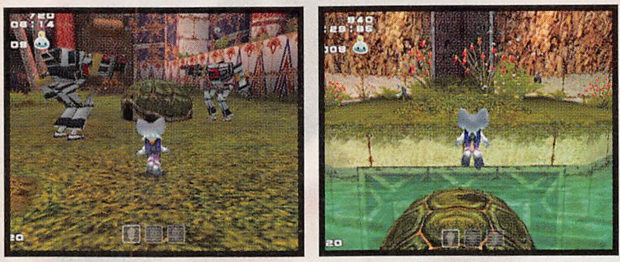
	MISSION 3
A	under 0:40
B	under 0:50
C	under 1:30
D	under 2:30

	MISSION 4	LIMIT - 3:30
A	14000 pts.	
B	12000 pts.	
C	10000 pts.	
D	8000 pts.	

	MISSION 5
A	17000 pts.
B	15000 pts.
C	12000 pts.
D	10000 pts.

1ST MISSION: FIND 3 PIECES OF THE MASTER EMERALD

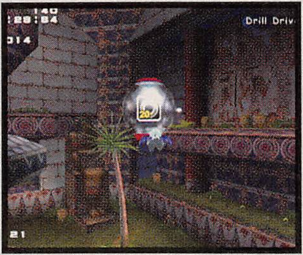
The pieces of the Master Emerald are placed in different random locations each time you play. To find them, use the radar at the bottom of the screen. As you get closer, it turns from green to yellow to red, and the "ping" sound speeds up. You can also reference the computers for hints, but doing so subtracts points from your score (making it more difficult to get an A).



To reach another section (called the Big Oasis) of this stage, destroy the two guards surrounding the large tortoise. Once you do that, the tortoise crawls into the water. If you jump on top of him and press the B Button, he'll transport you to the Big Oasis.

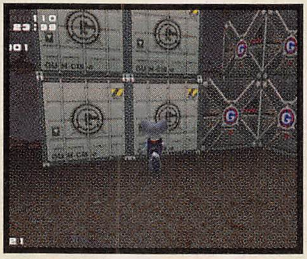
2ND MISSION: COLLECT 100 RINGS

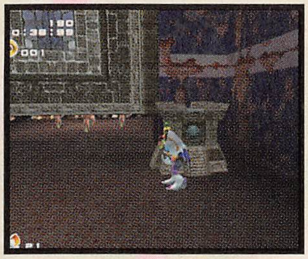
This is one of the easiest missions in the game. There are more than enough rings in the first area, so don't bother using the tortoise. The various ledges and the airspace around the tall, dark pillar are especially lucrative.



3RD MISSION: FIND THE LOST CHAO (IRON BOOTS, PICK NAILS, AND MYSTIC MELODY REQUIRED)

Breaking the iron containers along the southern wall of the top floor reveals a painting. Dig into it, and you land in a room containing an ancient shrine and a door. Play the melody near the shrine to open the door. Walk through it, jump into the blue swirl, and you're transported to the lost Chao's location.

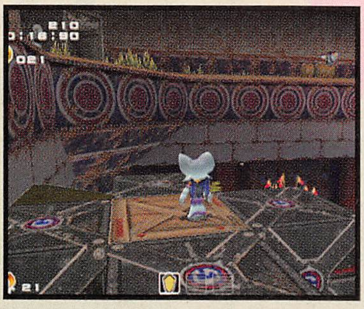




4TH MISSION: GET THE EMERALD PIECES IN 3:30

Because this stage isn't very large, completing this mission shouldn't be too much of a problem. Do a quick sweep of the area you start in, and if nothing shows up on the radar, liberate the tortoise and transport to the Big Oasis area.

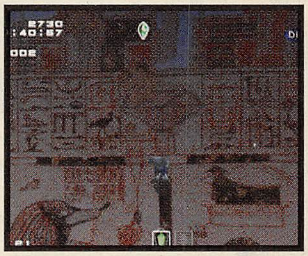
5TH MISSION: CLEAR HARD MODE (TREASURE SCOPE REQUIRED)

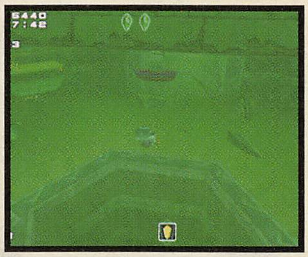


In Hard mode, the pieces of the Master Emerald are always in the same place. To reach the first piece, begin by destroying the wooden crate on the second ledge above the starting point. Launch from the exposed spring, and at the height of your bounce, glide forward to grab the Emerald.

For piece #2, climb onto the large picture on the east wall, and dig into the crossbar of the scale. A hidden spring launches you into the Emerald.

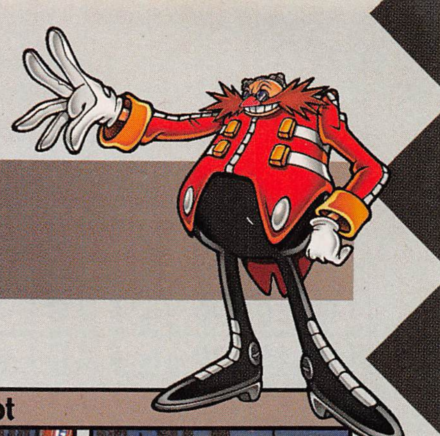
The final piece is located in the Big Oasis area. Take a ride on the tortoise, turn on your Treasure Scope, and drop into the water (don't jump; just fall in). Look on the underside of the floating center island, and you'll see a spring you can bounce off of to snatch the last Emerald.



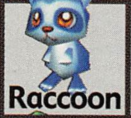


DARK STORY

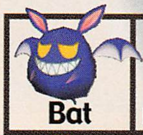
3 Sand Ocean



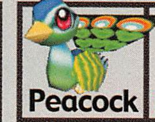
Small Animals Found in This Stage:



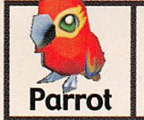
Raccoon
swim +20
fly +16
run +4
power +8



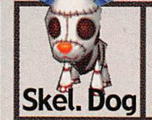
Bat
swim +8
fly +40
run +8
power +8



Peacock
swim +12
fly +48
run -16
power -12

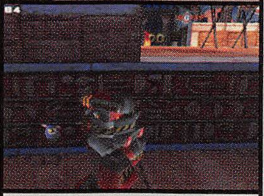


Parrot
swim +0
fly +48
run -20
power +4



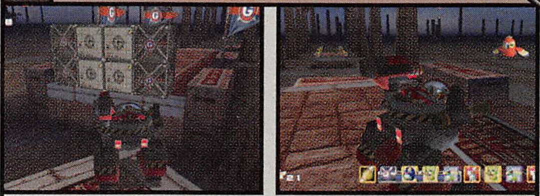
Skel. Dog
swim +8
fly +8
run +32
power +16

1 Bat



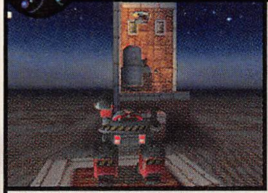
At the very beginning of the stage, walk toward the screen and drop off the platform to land on a ledge just below. Look on the left-hand side of the ledge.

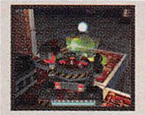
2 Parrot



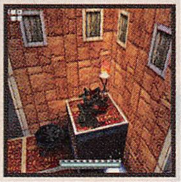
While on the first rotating platform, shoot the iron containers on the long platform to your right. That done, hover over to the long platform and look around the second flag on its right-hand side.

Level-Up Item: Mystic Melody



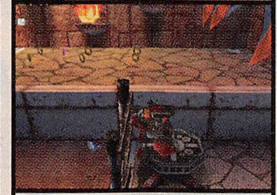


When near an ancient shrine, press the B Button to play a mysterious melody. This item is needed to complete the third mission (Find the Lost Chao) in every stage.



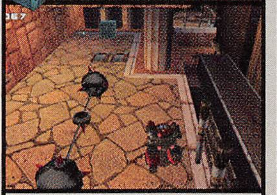
Dr. Eggman's Mystic Melody is on the multi-tiered platform to the left of the stage's first rotating platform. You need the Jet Engine to reach it.

3 Raccoon



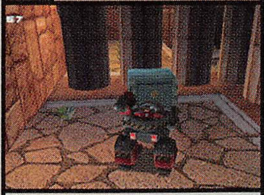
After knocking down and crossing your first pillar, you come to a room with two fences. Look around the fence to the left.

Chao Box #1



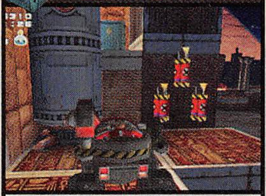
Before crossing the third pillar you knock down, walk past it to see a pair of swinging spiked balls and the first Chao Box just behind them.

4 Peacock



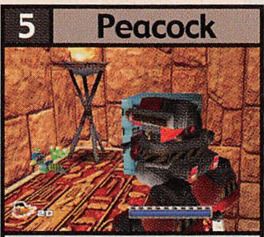
Look right next to where you found the first Chao Box. It's almost impossible to miss from there.

Chao Box #2



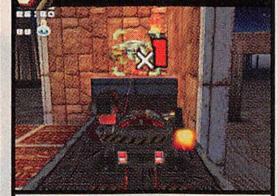
After the first point marker, a rotating platform, and a series of moving platforms, you'll come to a multi-tiered platform with the second Chao Box.

5 Peacock



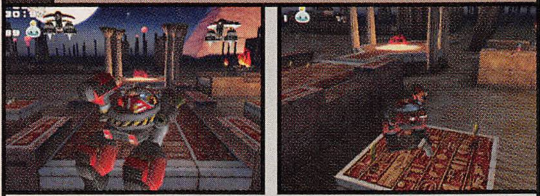
Look near the torch on the platform where you found the second Chao Box.

Gold Beetle



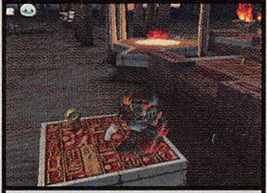
To the right of the second Chao Box is a pillar that you must knock down and walk across. The Gold Beetle appears as you reach the end of the pillar.

6 Parrot



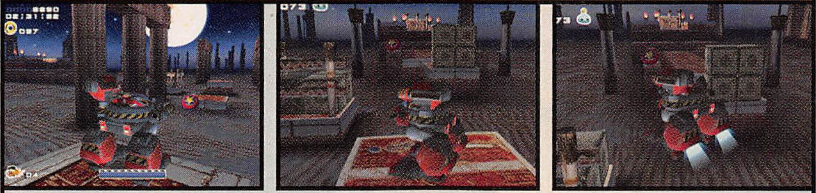
Soon after crossing that last pillar, you come to a short path with a rotating platform ahead and two small platforms to either side. Hover to the small platform on the right, and whistle near the pipe on it.

7 Parrot



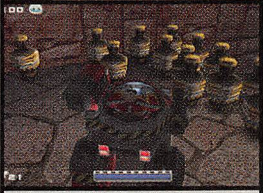
Now hover over to the small platform on the left, and whistle near the pipe on it.

8 Skeleton Dog



The second point marker is to the right of that next rotating platform, but before passing through, hover onto the small platform straight ahead (be careful not to hit the spring). From there, wait for the quickly moving platform ahead to come toward you, then jump and hover onto it. You see two more platforms on your left: the one closest to you has fences on two sides and two iron containers (the other has four). As you're moving toward the closest platform, jump onto it and destroy the two iron containers.

9 Raccoon



After passing through the second point marker and knocking down another pillar, you drop into a room with over a dozen vases. Break them open.

SAND OCEAN MISSION RANKINGS:

	MISSION 1
A	25000 pts.
B	23000 pts.
C	20000 pts.
D	18000 pts.

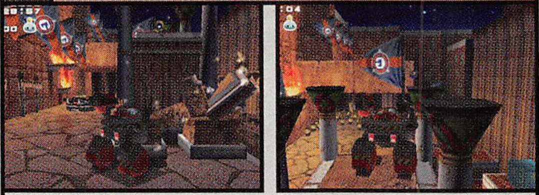
	MISSION 2
A	under 3:30
B	under 4:00
C	under 4:30
D	under 5:00

	MISSION 3
A	under 3:00
B	under 3:30
C	under 4:00
D	under 4:30

	MISSION 4	
A	25000 pts.	LIMIT - 4:00
B	23000 pts.	
C	20000 pts.	
D	18000 pts.	

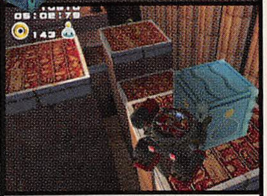
	MISSION 5
A	23000 pts.
B	20000 pts.
C	18000 pts.
D	13000 pts.

10 Bat



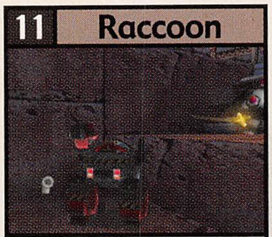
After breaking those vases and jumping up some steps, you see a large altar to your right, with two small ruins in front of it and a fence to its right. Break down the ruins, jump onto their remaining foundations, and then jump onto the fence. From the fence, you're able to jump onto the top of the altar. Once atop the altar, look on its last small pillar to the right.

Chao Box #3



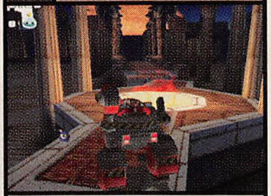
The third Chao Box is atop a tall platform just beyond that aforementioned altar. It's almost impossible to miss as you move forward.

11 Raccoon



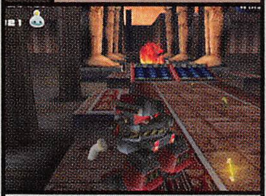
As soon as you land on the ground after jumping across those tall platforms where the final Chao Box was, you see a pipe on the left-hand wall. Whistle next to it.

12 Bat



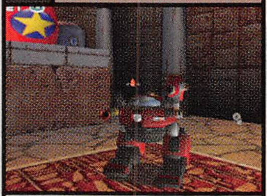
The next rotating platform leads to the third point marker, but before passing through, stay on the edge of the platform for a full rotation.

13 Raccoon



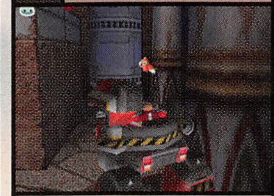
Whistle near the pipe on the left-hand side of the path after the third point marker, but before the jump plates.

14 Parrot



After launching from the jump plates, drop down the steps and whistle next to the pipe near the middle of the right-hand wall.

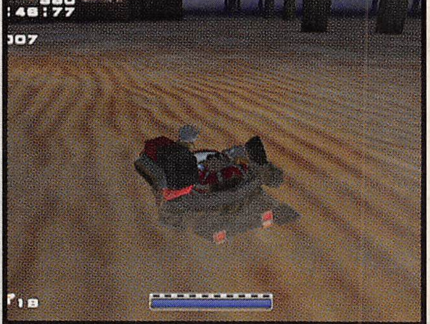
15 Parrot



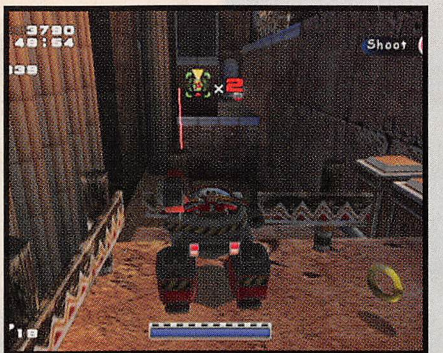
Look near the exploding canister just past the pipe where you found the previous animal.

1ST MISSION: RETURN TO HIDDEN BASE

This stage is fairly straightforward, but watch your step so you don't fall into the quicksand. As always, lock onto everything in sight to score maximum points, and don't spend too much time pondering why it's such an ordeal for Dr. Eggman to get into his own base.



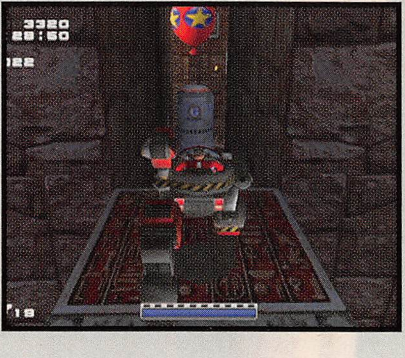
As if the good doctor wasn't heavy enough, that metal walker he travels in causes him to sink in quicksand even faster.



To get across this pit, shoot down the pillar on the other side, and stay behind the fence so that the pillar doesn't land on top of you.

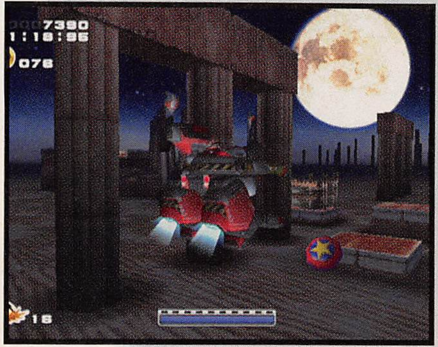
2ND MISSION: COLLECT 100 RINGS

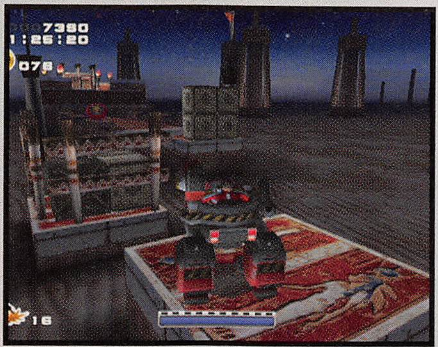
If you pick up every ring along the main path and shoot the balloon along the way for five more, it's possible to collect 100 rings in under two minutes, much less three minutes and thirty seconds.

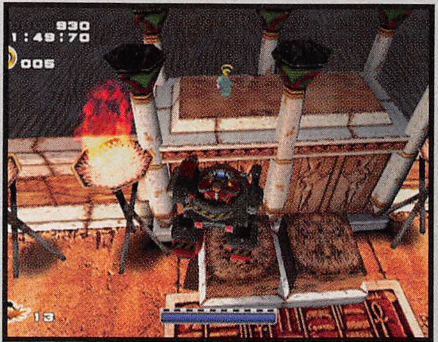


3RD MISSION: FIND THE LOST CHAO (JET ENGINE AND LARGE CANNON REQ.)

Jump onto the small platform from the rotating one that otherwise leads to the second point marker, being careful not to hit the spring. From there, wait for the quickly moving platform ahead to come toward you, then jump and hover onto it. You see two more platforms on your left: the one closest to you has fences on two sides, and the other is stacked with four iron containers. As you're moving toward the closest platform, jump and hover around the fences. From there, blast the four iron containers before hovering to the other platform. Hover once more onto the bridge ahead, and walk down toward the altar where the lost Chao is waiting.







4TH MISSION: REACH THE GOAL WITHIN 4:00

Once you get the Jet Engine upgrade in Stage 6 (Lost Colony), you won't have to wait around for all of the moving platforms in this stage. Instead, you'll be able to hover to your next destination whenever possible.

5TH MISSION: CLEAR HARD MODE

Aside from the usual addition of more enemies with increased aggression, the only other major change here is the disappearance of some of the moving platforms. If you practiced your hovering skills in the last mission, you should be fine.

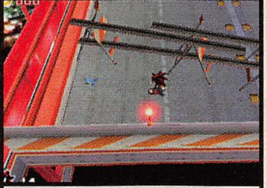
DARK STORY

4 Radical Highway

Small Animals Found in This Stage:

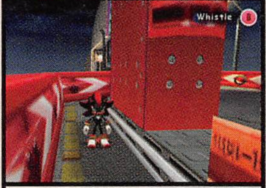
 Sea Otter	swim +44 fly -4 run +8 power -16	 **Boar**	swim -4 fly -12 run +32 power +16
 Cheetah	swim -8 fly -8 run +40 power +8	 **Raccoon**	swim +20 fly +16 run +4 power +8
		 Unicorn	swim +16 fly +12 run +36 power +0

1 Sea Otter



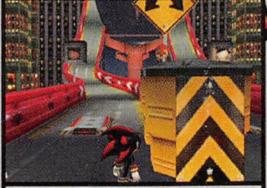
From the starting point, turn toward the screen, jump over three barricades, and look in the left-hand corner of the dead end.

2 Cheetah



After bouncing from the first set of springs, whistle near tollbooth number one.

3 Boar



Look on top of the yellow trashcans situated between the stage's first dash panels.

RADICAL HIGHWAY MISSION RANKINGS:

MISSION 1	
A	14000 pts.
B	11000 pts.
C	8000 pts.
D	6000 pts.

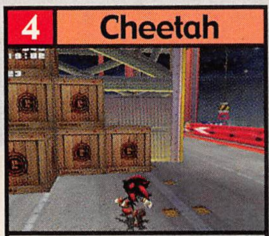
MISSION 2	
A	under 1:20
B	under 1:40
C	under 2:00
D	under 2:30

MISSION 3	
A	under 2:30
B	under 2:45
C	under 3:00
D	under 3:30

MISSION 4		LIMIT - 3:00
A	14000 pts.	
B	12000 pts.	
C	10000 pts.	
D	8000 pts.	

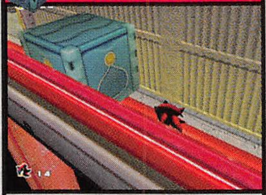
MISSION 5	
A	16000 pts.
B	14000 pts.
C	12000 pts.
D	10000 pts.

4 Cheetah



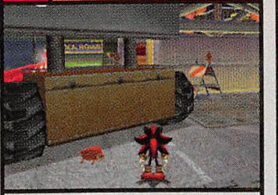
Break the stack of crates against the wall to the left of the first pulley.

Chao Box #1



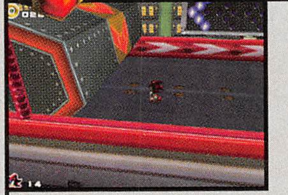
The first Chao Box is tucked in a little nook to the left of that stack of crates and the first pulley.

5 Boar

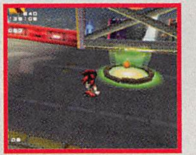


Jump over the barricade behind the first pulley and look behind the sign that says "Road Closed Ahead."

Level-Up Item: Flame Ring

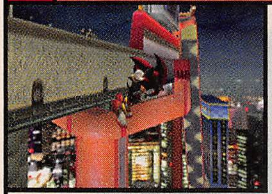


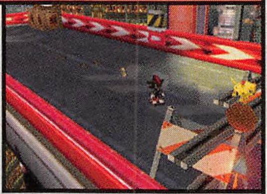
Transforms the somersault into a more powerful "fire somersault." With the Flame Ring, Shadow can break iron containers.



You'll need the Air Shoes to get this. After taking the first pulley, somersault under the roller to your left. Light dash across the row of rings beyond, and you'll be led to three springs that you can bounce from to reach the very useful Flame Ring.

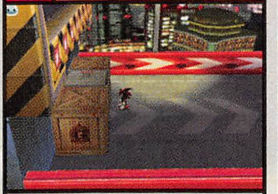
6 Cheetah





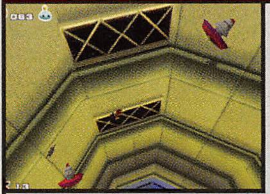
Look on top of the barricade just behind the stage's second pulley. If you grabbed the Flame Ring and took the nearby rocket, you'll have bypassed this pulley. To find it, simply drop down to the right off of the platform where the rocket dropped you.

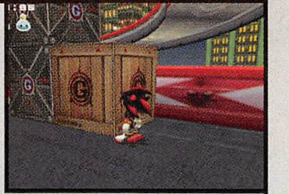
7 Sea Otter



After the first point marker, you run through a 360-degree loop. Upon coming out of that loop, walk toward the screen and break the iron container.

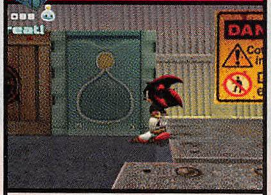
8 Sea Otter





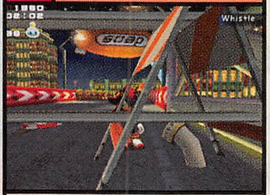
After bouncing down a tunnel of springs, you come out with a set of three more springs in front of you. Use them to bounce up onto the road above, and break the wooden crate to the right.

Chao Box #2



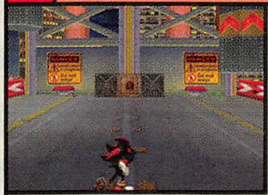
The second Chao Box is on a ledge just below a series of beetles that you can homing attack across. It's pretty hard to miss.

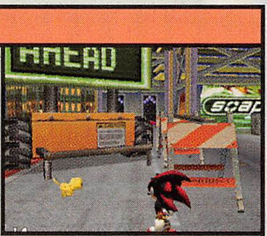
9 Raccoon



On the road just above where you found the second Chao Box, whistle next to the pipe near the barricade.

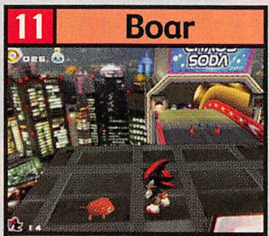
10 Cheetah





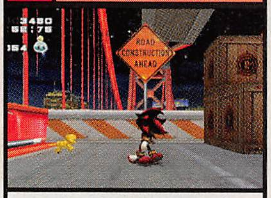
After running down the road a ways, you come to a ramp, beyond which is a swing pole and a set of elevators. Use either means to reach the road above, and look around the "Road Closed Ahead" sign to the left.

11 Boar



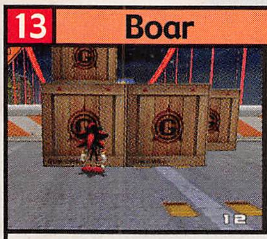
Look on top of the tollbooths just before the second point marker. Hop up via the railing along the side of the road.

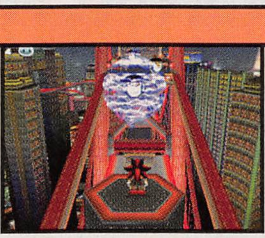
12 Cheetah

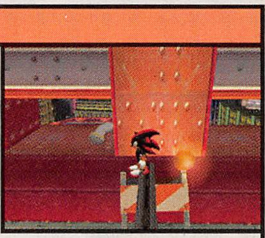


After the second point marker, you'll run through two loops, and then down a hill lined with two ramps. Avoid them, and look in the left-hand corner at the bottom of this hill.

13 Boar

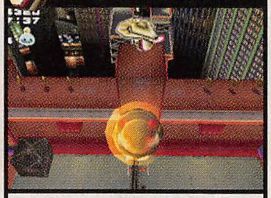






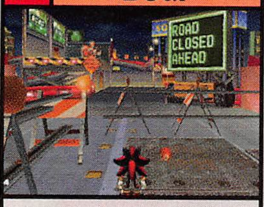
Break the wooden crates at the bottom of the hill to reveal a spring that you can bounce from to the road above. Bounce up, and then swing from the pole at the end of this road to reach the elevators ahead. From the tops of the elevators, perform a homing attack across the series of three beetles to reach the high road beyond them. Bounce from the set of springs at the end of this road, and you'll land on top of a bridge-support tower. Whistle near the pipe next to the barricade up here.

Gold Beetle



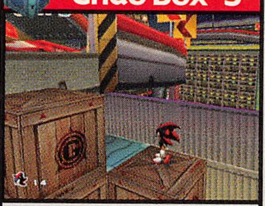
Appears above the middle pinnacle on top of the bridge-support tower. He stays around longer than usual, but you must still move quickly to catch him.

14 Boar



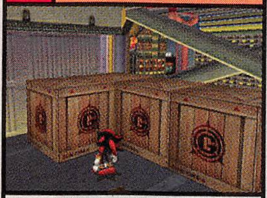
After grinding the rails from either pinnacle of the bridge-support tower, walk toward the screen and look near the barricades in front of the "Road Closed Ahead" sign.

Chao Box #3



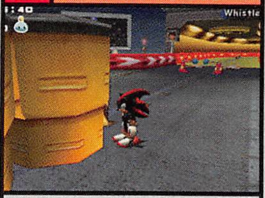
Just past the "Road Closed Ahead" sign at the end of the middle road, you come to a stack of crates. The third Chao Box is tucked among these crates.

15 Raccoon



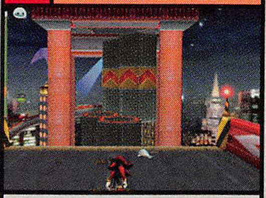
Drop down onto the road to the right of where you found the third Chao Box. Break the wooden crates there.

16 Raccoon



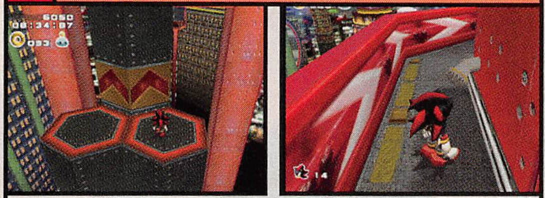
Whistle near the yellow trashcan just before the third point marker.

17 Sea Otter



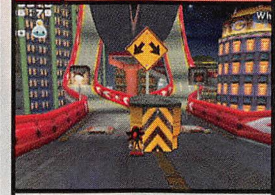
The loop that follows the third point marker will probably launch you onto a swing pole. *Don't launch from this pole.* Instead, drop onto the platform below.

18 Raccoon



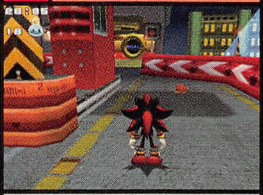
Just ahead of the platform where you found the previous animal, there's a set of elevators that you can use to reach the road above. Once on that road, whistle near the pipe on the left side of tollbooth number one.

19 Cheetah



After running down a curved road following the tollbooths, you come to a fork. Whistle near the yellow trashcan at the beginning of this fork in the road.

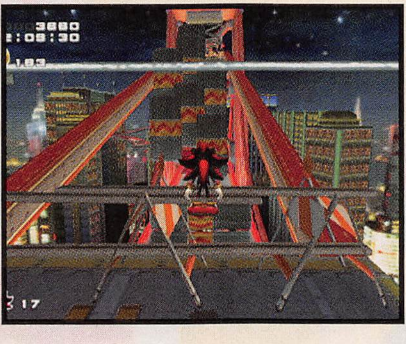
20 Boar



Look to the right of tollbooth number three just before the Goal Ring.

1st Mission: Break through the Besieging Military

All of Shadow's stages are fairly straightforward, action-oriented affairs, where your only objective is to reach the goal without dying (sound familiar?). This isn't too difficult in Radical Highway, because the stage provides you with plenty of safety nets. Just be careful not to fall off the side.



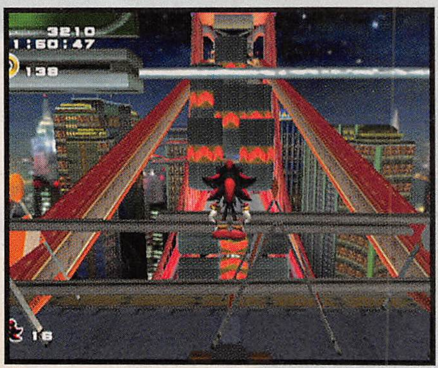
The handiest safety net in this stage comes after the second point marker. To get across this gap, you can jump straight up, swing from the pole to the elevators, and then homing attack across some enemies to reach the other side. Failing that, you can just fall down and float across the gap. Be advised, however, that the former method leads to more rings.

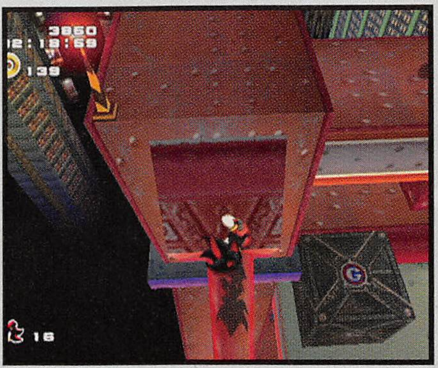
2nd Mission: Collect 100 Rings

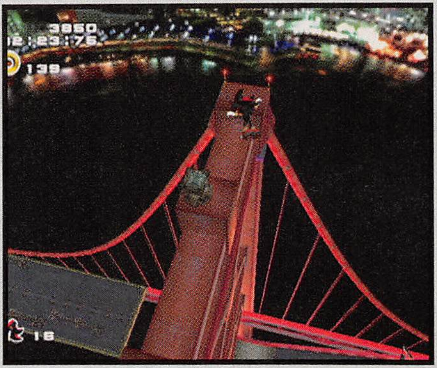
If you stay in the middle of the road where most of the rings are, speedy completion of this mission should be a breeze. If you have the Air Shoes so you can light dash, it's even easier.

3RD MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)

Getting to the necessary ancient shrine for this mission can be a little tricky. Once you reach this location (via either of the ramps on the previous road or the spring below), you can't use the aforementioned safety net. Instead, cross the gap by swinging from the pole to the elevators, and then homing attack across those enemies to reach the other side. Once there, run straight ahead and bounce off the spring to the top of the bridge-support tower. Jump onto either the left or right pinnacle using the barricade or metal containers, and instead of grinding forward, turn around and grind the rail behind you. When you fly off, gently push up on the Control Stick to land on the support tower below. This is where you finally find the requisite ancient shrine. Play the Mystic Melody on top of the shrine, and a pair of platforms appears. These lead to another platform where you find the lost Chao.

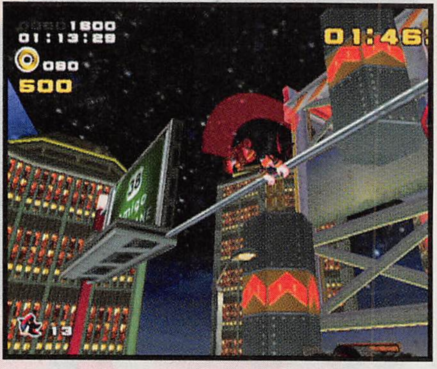


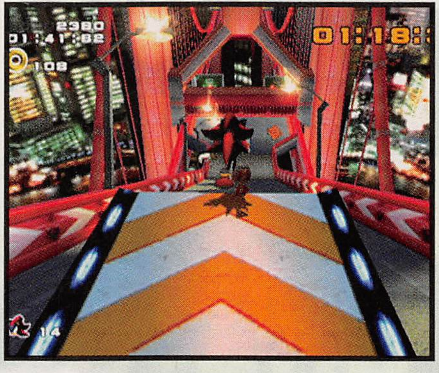


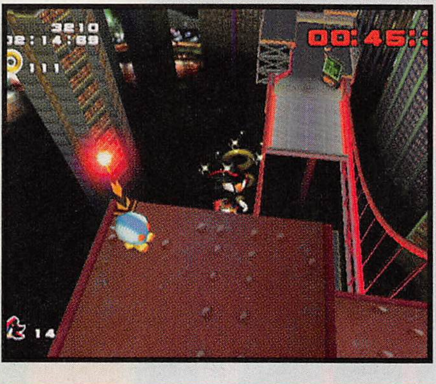


4TH MISSION: REACH THE GOAL WITHIN 3:00

This mission is extremely difficult and requires you to practice until you've mastered the stage. Light dash whenever possible, launch from every ramp, and swing from every pole. Little time-saving measures like these add up. Also, when you get to the pinnacles of the bridge-support tower, take the left-hand rail for a bit of a shortcut.



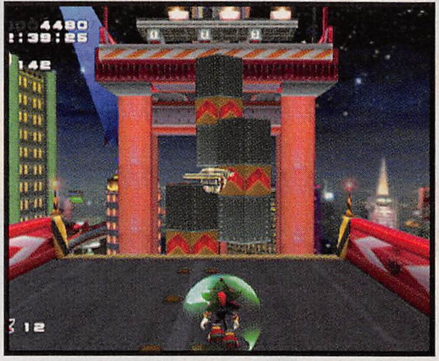




5TH MISSION: CLEAR HARD MODE (AIR SHOES REQUIRED)

DANGER
DANGER
Do not enter
11

In addition to the expected increase in enemies, in this mission it's also more difficult to get across certain gaps. The most noticeable instance is that the aforementioned safety net is gone. You must therefore take the high route, where the series of enemies has been replaced by a single enemy followed by a path of rings. Perform a homing attack on the enemy, and then light dash across the rings to get to the other side.



The other big difference is here. To reach the elevators, you must do a homing attack on the beetle before it disappears.

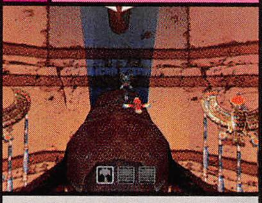
DARK STORY

5 Egg Quarters

Small Animals Found in This Stage:

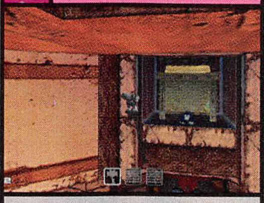
	swim	fly	run	power
Parrot	+0	+48	-20	+4
Gorilla	-4	-8	+4	+40
Bear	+8	-16	+4	+36
Skunk	+8	+12	+16	+12
Half-Fish	+32	+0	+8	+24

1 Parrot



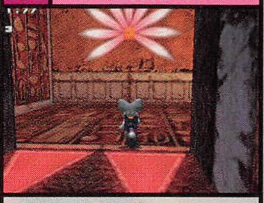
Look on top of the giant scorpion statue in the room you start from.

2 Gorilla



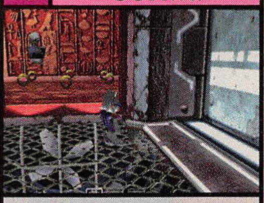
Look in the bottom alcove in the wall across from the giant scorpion statue.

3 Skunk



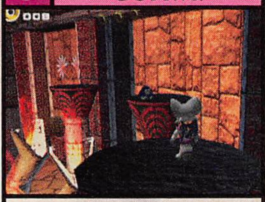
Break the wooden crates in the wall to the right of where you start. Enter the small room behind them, and whistle in front of the white flower on the wall.

4 Gorilla



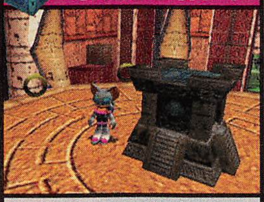
Now head out the western exit of the Egg Scorpion Chamber, and whistle near the pipe at the end of the following metallic hallway.

5 Gorilla



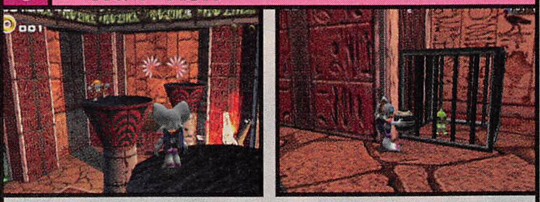
Look on top of the eastern pillars in the Snake Altar room.

Chao Box #1



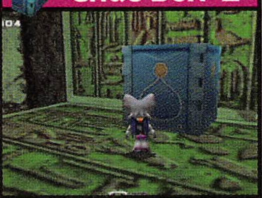
Play your Melody near the shrine atop the large central platform in the Snake Altar room. The blue swirl that appears will transport you to a room with a Chao Box.

6 Half-Fish



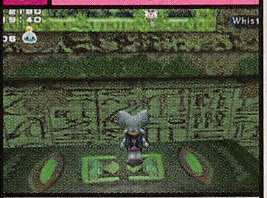
Break the cage in the northeast corner of the Snake Altar room by picking up one of the bombs that the Kiki throw. You can find a couple of Kiki atop the pillars in the same room. To pick up a bomb, press the B Button, then set it down next to the cage by pressing B again.

Chao Box #2



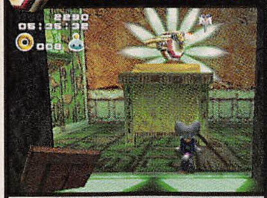
The second Chao Box is in the first green room west of the Egg Snake Chamber.

7 Bear



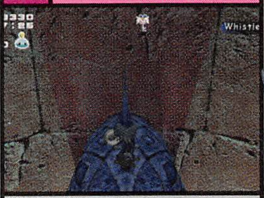
Whistle atop the middle altar against the wall in the Egg Snake Chamber.

Gold Beetle



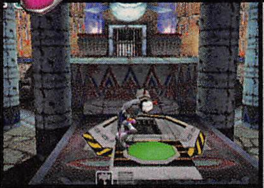
Break down the stack of wooden crates in the eastern wall of the Egg Snake Chamber. The Gold Beetle appears in the small room behind them.

8 Skunk



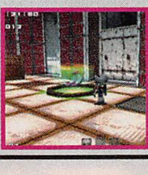
Whistle next to the pipe on top of the giant fish statue in the—you guessed it—Egg Fish Chamber.

Level-Up Item: Pick Nails

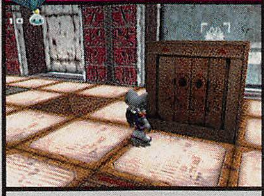


Walk through the doorway beneath the giant fish statue in the Egg Fish Chamber, and you enter a room containing this crucial level-up item.

Allows Rouge to dig into the ground or walls. To dig into the ground, either press the Y Button until "Dig" appears in the upper right-hand corner of the screen, and then press the B Button; or simply press the B Button while in mid-jump. To dig into a wall, cling to it and press the B Button.

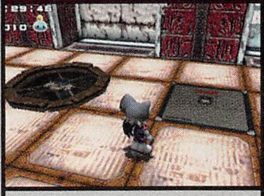


Chao Box #3



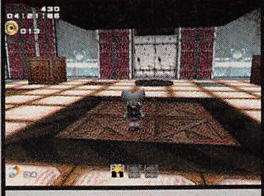
Break the wooden crate in the near right-hand corner (relative to the entrance) of the room where you found the Pick Nails. Doing so will reveal the third Chao Box.

9 Parrot



Break the iron container in the ground to the immediate right of where you found the Pick Nails.

10 Parrot



Break the crates beneath the giant weight in the Pick Nails room. To lift the weight, dive into the water below the giant fish statue, and flip the switch.

EGG QUARTERS MISSION RANKINGS:

	MISSION 1
A	12000 pts.
B	10000 pts.
C	8000 pts.
D	6000 pts.

	MISSION 2
A	under 2:00
B	under 2:30
C	under 3:00
D	under 4:00

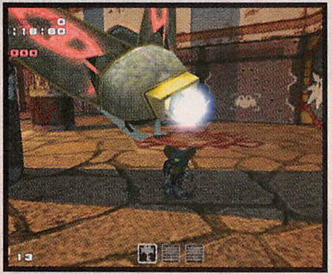
	MISSION 3
A	under 1:00
B	under 1:30
C	under 2:00
D	under 3:00

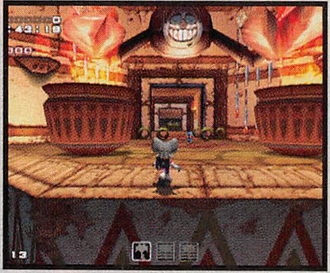
	MISSION 4
A	13000 pts.
B	12000 pts.
C	10000 pts.
D	8000 pts.

LIMIT - 3:00

	MISSION 5
A	13000 pts.
B	12000 pts.
C	10000 pts.
D	8000 pts.

1ST MISSION: FIND THE 3 GATE KEYS

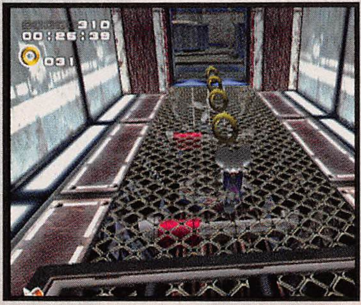




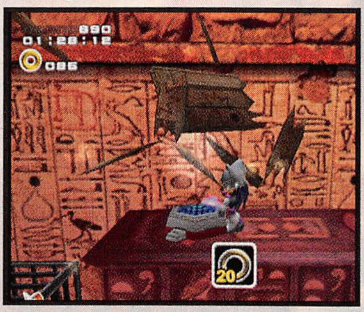
Your radar works the exact same way with the Gate Keys as it does with pieces of the Master Emerald. The problem is that an invincible beetle robot relentlessly searches you out in this stage. You see flashing green lights as he approaches, so take cover in the shadows as quickly as possible. If the lights turn red, he's spotted you and is about to fire.

Note: The layout of this stage can be a bit confusing, but just remember that it's divided into four basic sections: you begin in the red Egg Scorpion Chamber to the south, the blue Egg Fish Chamber is to the east, the green Egg Snake Chamber is to the north, and the Snake Altar room, with its circle of pillars, is to the west.

2ND MISSION: COLLECT 100 RINGS

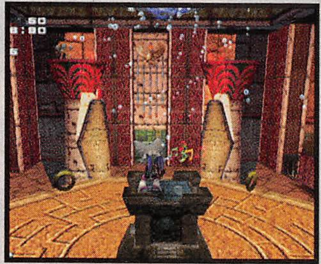


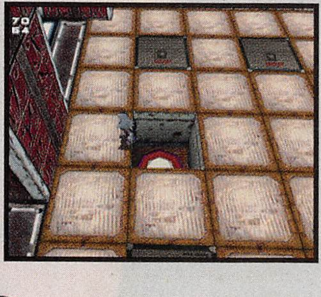
Rings are scarce in this stage, so avoid getting hit. To collect 100 rings as quickly as possible, grab *every* one from the room you start in, head out the exit beneath the giant scorpion statue, and keep going straight until you reach the Egg Snake Chamber (picking up every single ring along the way). From there, turn left and head toward the Snake Altar room. Upon entering, break the wooden crate to the left, next to the caged half-fish, to reveal a 20-ring item box. If you've grabbed every other ring on the way here, you can obtain number 100 by gliding from the tops of the pillars or by collecting those atop the large central platform.



3RD MISSION: FIND THE LOST CHAO

(MYSTIC MELODY REQUIRED)

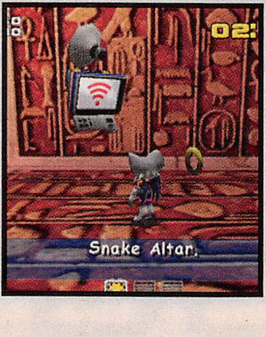




Play the Mystic Melody at the ancient shrine atop the large center platform in the Snake Altar room, and jump into the blue swirl that appears. You're transported to a room with a giant weight that drops in the center, and a painting on the left-hand wall. Dig into the painting, and you land in a similar room with an identical painting in the shallow hole in the floor. Break through the first iron container in the ground to the south of the far left-hand corner, and hit the exposed switch. Now dig into that painting in the floor to be transported to the previous room where the weight is now suspended. Beneath it is the lost Chao.

4TH MISSION: GET THE EMERALD PIECES IN 3:00

Since this stage is relatively small and circular, simply run around until something comes up on your radar. The points you receive for finishing early are substantial, so don't be afraid to reference a computer or two if you get stuck.

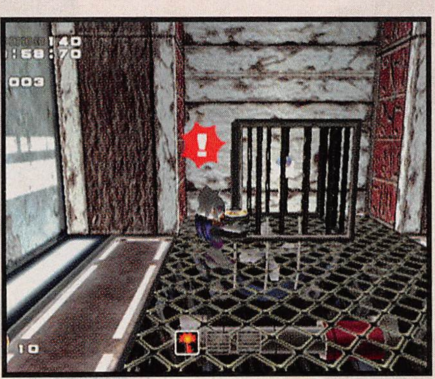


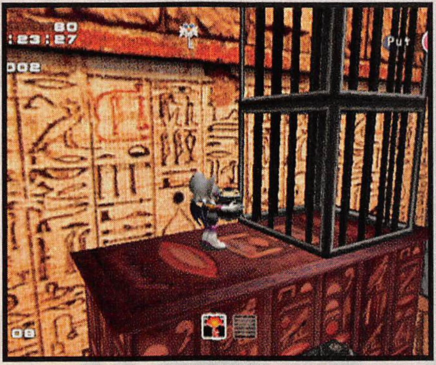
5TH MISSION: CLEAR HARD MODE (TREASURE SCOPE REQUIRED)

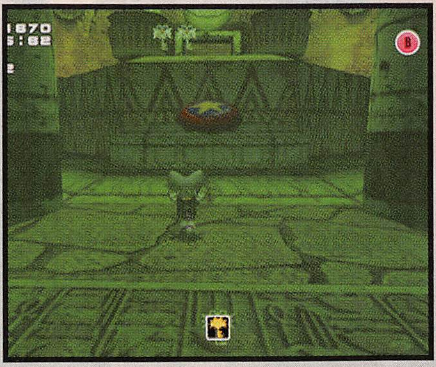
The first key is in a cage in the metallic hallway between the Egg Scorpion Chamber and the Egg Fish Chamber. To get to it you need one of the bombs that the Kiki throw. To find one, continue forward and go through the Egg Fish Chamber to the next hallway. There's a Kiki in a cage here, and a missile. Don't fire, or you'll risk killing the Kiki. Instead, wait for him to throw a bomb, and then pick it up using the B Button. Walk back to the cage, drop the bomb, and the key is yours for the taking.

Key number two is hidden in the right-hand scorpion's tail in the painting on the west wall of the Snake Altar room. Unfortunately a stack of cages is blocking it. You need to fetch another bomb, but before you do, smash the wooden crate on top of the altar below the painting and the iron container in front of it. Otherwise, you won't be able to get back up here while carrying a bomb. The closest Kiki is near the ceiling in both of the metallic hallways you just came from. Once you have a bomb, use it to blow up the cages, then climb up and dig into the scorpion's tail.

For the third and final key, head toward the Egg Snake Chamber. On your way, turn on the Treasure Scope and pick up a bomb from the Kiki in the metallic hallway. Keep the Treasure Scope turned on (in other words, don't jump), and when you enter the green room, you'll be able to see a spring in the center. Bounce up and land next to a cage containing the last key. Use your bomb and grab it.







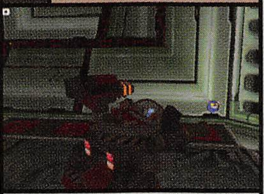
DARK STORY

6 Lost Colony

Small Animals Found in This Stage:

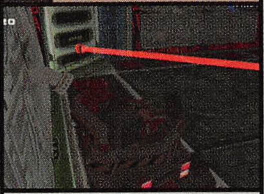
Animal	swim	fly	run	power
Bat	+8	+40	+8	+8
Boar	-4	-12	+32	+16
Rabbit	+0	+8	+40	-16
Raccoon	+20	+16	+4	+8
Skel. Dog	+8	+8	+32	+16

1 Bat



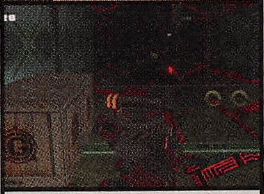
Look in the far right-hand corner of the room following the first hallway.

2 Boar



After lowering from the stage's first pulley, walk toward the screen and whistle near the pipe on the wall.

3 Rabbit



In the hallway after the first pulley, break the second crate on the left.

LOST COLONY MISSION RANKINGS:

MISSION 1	
A	34000 pts.
B	30000 pts.
C	26000 pts.
D	22000 pts.

MISSION 2	
A	under 2:00
B	under 2:30
C	under 3:00
D	under 4:00

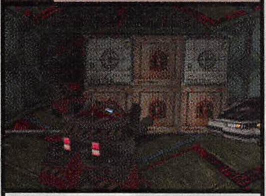
MISSION 3	
A	under 2:30
B	under 2:45
C	under 3:00
D	under 3:30

MISSION 4	
A	34000 pts.
B	30000 pts.
C	26000 pts.
D	22000 pts.

LIMIT - 3:30

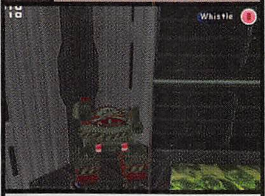
MISSION 5	
A	44000 pts.
B	40000 pts.
C	35000 pts.
D	30000 pts.

4 Rabbit



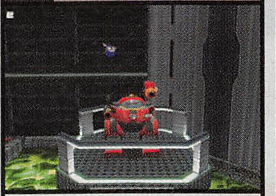
After exiting the first room in which you must hit a switch to open the door, break the crates in the hallway straight ahead

5 Bat



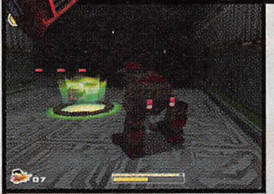
Upon entering the first room with the green slime on either side, jump onto the metal boxes to your left, and whistle.

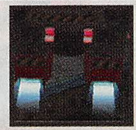
6 Bat



Look on the right-hand platform in the first room with the green slime on either side.

Level-Up Item: Jet Engine

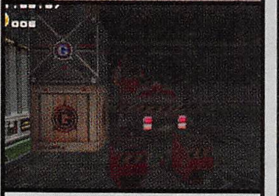




This incredibly useful item allows you to hover by holding down the A Button during a jump. Use it to get across large gaps.

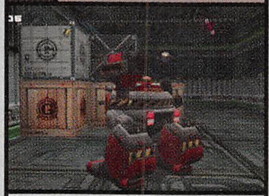
The room following the first point marker is square, with a large column in the center and an overhead platform running from the column to each wall. You enter the room from the southeast corner, and the Jet Engine is on the west platform. To reach it, break the wooden crates along the west wall, and use the metal boxes as steps.

7 Boar



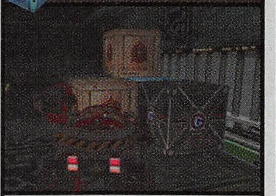
In the room where you found the Jet Engine, break the wooden crate along the east side of the center column.

8 Rabbit



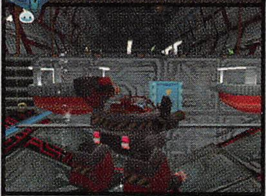
Break the iron container just beneath the platform where you found the Jet Engine.

Chao Box #1



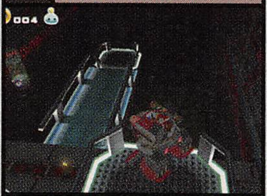
In the room where you found the Jet Engine, break the wooden crates along the south side of the center column. Doing so exposes the first Chao Box.

Chao Box #2



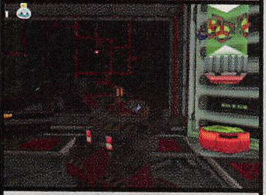
In the room following the one where you found the Jet Engine, look between the two floating platforms straight ahead.

9 Bat



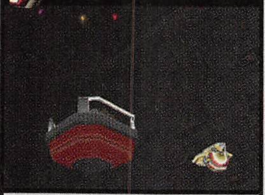
The platform to the right of the second Chao Box lifts you so that you can see the bat flying above the bridge ahead.

10 Bat



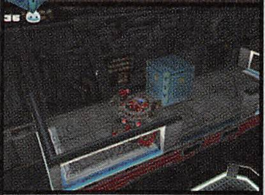
Look near the rising canisters in the far left-hand corner of the room following the second point marker.

Gold Beetle



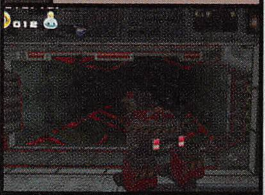
Appears while descending on the platform during your second jaunt in space.

Chao Box #3



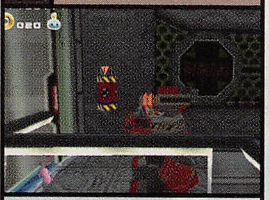
At the end of the descent where the Gold Beetle appears, turn and hover toward the screen to land on a ledge where the final Chao Box is.

11 Bat



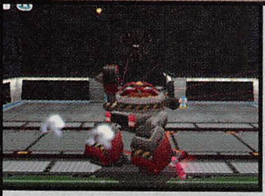
At the bottom of the aforementioned descent, look above the door that leads back inside. To reach the animal, jump onto the fence and hover to it.

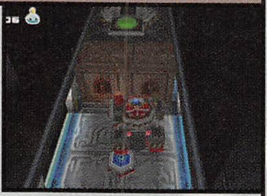
12 Rabbit



After the third point marker, you take a long ride on a platform to a door above. Look along the fence to the left of that door.

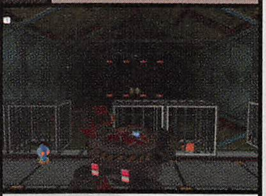
13 Raccoon





The next time you go out into space after passing the third point maker, you need to launch a missile to get through the door ahead. Before you do, break the crates behind the missile.

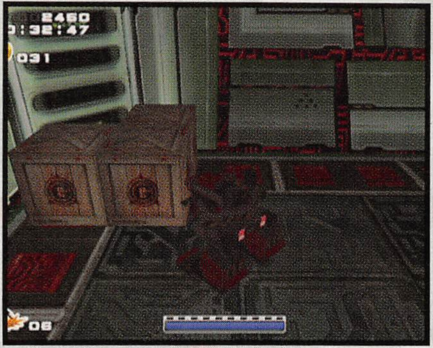
14 Boar



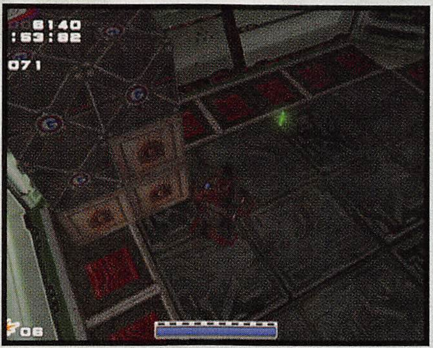
Use the aforementioned missile, and look behind the door where the cages used to be.

1ST MISSION: FIND THE WAY TO THE COLONY'S CORE

This level is very dark, so constantly swing around your lock-on laser to pick up any unseen enemies. Also, if you haven't played the Hero story already, practice using the Jet Engine as soon as you get it. Proficient hovering is a must for the remainder of Eggman's adventures.



The switch to open the locked door in the third room is beneath some wooden crates in the corner of the room.

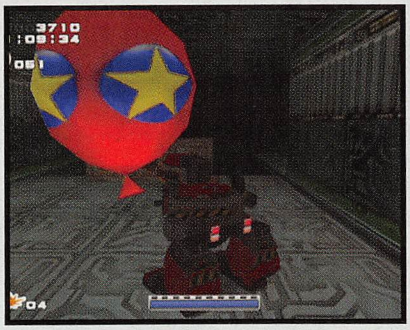


The switch to open the locked door after the second point marker is on top of the stack of boxes in the room. To reach the switch, destroy the wooden crates on the bottom of the stack.

4800
:34:49
047
Shoot
×1
×2
×3
06

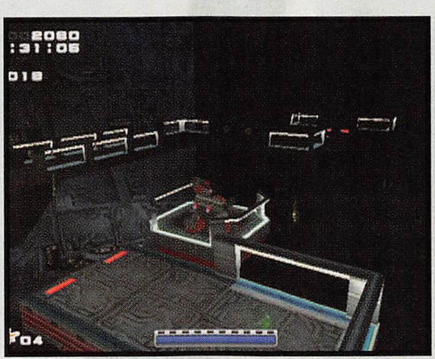
2ND MISSION: COLLECT 100 RINGS

When you get to the room where the Jet Engine was, take a moment to pick up the two items boxes (one is in the balloon and the other is beneath a crate south of the center column); each contains 10 rings. The rest are along the main path; just keep firing in front of you to prevent getting hit.



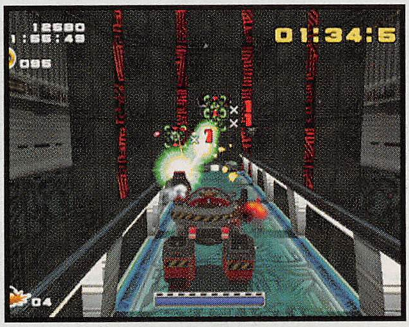
3RD MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQUIRED)

Make your way to the edge of the first catwalk out in space, and you'll see a platform hovering just below on your right. Jump onto it to be elevated to another short catwalk with an ancient shrine at the end. Play the Mystic Melody atop the shrine, and a series of platforms appear, leading you to a door. Walk through it and the following door, and you'll come to a large gap with yet another door positioned slightly lower on the opposite side. Hover across, and blast the enemy that appears while you're in midair to unlock the door. Walk through one last door, and the Chao is yours.



2360
:01:56
000
04

4TH MISSION: REACH THE GOAL WITHIN 3:30

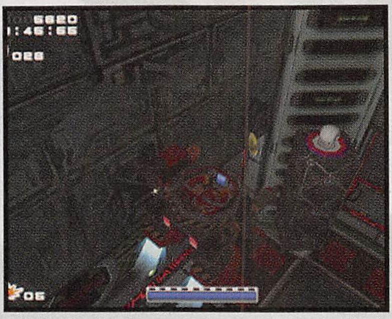


Three and a half minutes is plenty of time to complete this level. Just keep firing to clear the path of any unseen enemies. If you're trying to score an A, you might want to take a little extra time to lock onto and destroy as many enemies as possible for extra points.

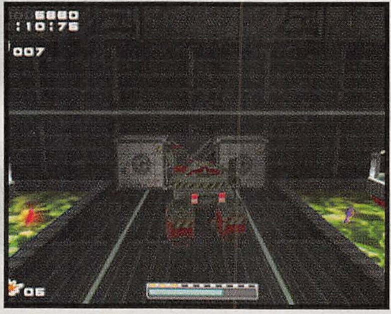
23270
:03:89
111
00:26:11
GOAL
06

5TH MISSION: CLEAR HARD MODE

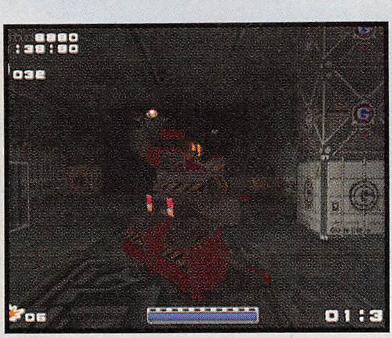
Watch that first step! When locking onto the explosives on the door, you'll likely blow up a section of the floor in front of you. Jump over the resultant gap. This is but the first of many changes in Hard mode.



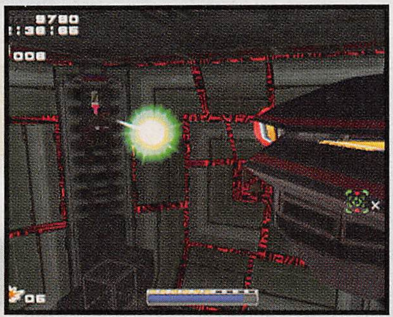
The next change involves opening the door in the third room. Those wooden crates have been replaced by a stack of iron containers and metal boxes. Destroy the containers, and jump to the top of what's left. Hover along the rings to another stack of boxes, and from there to yet another, where the switch is.



When you enter the room where you found the Jet Engine, walk forward a bit and to your right. You see two metal boxes stacked on top of an iron container. Blast the container to drop the boxes, because those are the steps you need to reach the platforms above. To get on top of the boxes, hover over from the cages on the left.



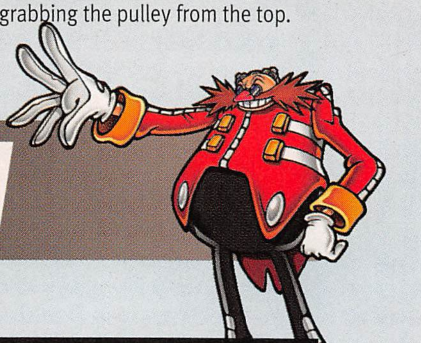
The switch to open the door in the first green slime room is beneath the left iron container below you. Note that only the elevator on the right works now.



Finally, there is no longer a switch to open this door. Instead, you must destroy every enemy in the room, including one that can only be seen by breaking down the stacks of boxes and grabbing the pulley from the top.

DARK STORY

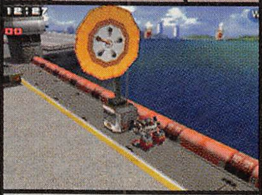
7 Weapons Bed



Small Animals Found in This Stage:

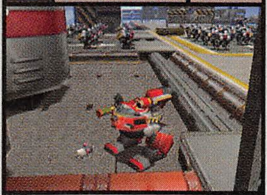
Animal	swim	fly	run	power
Sheep	+8	+8	+16	+16
Seal	+40	-16	+0	+8
Cheetah	-8	-8	+40	+8
Sea Otter	+44	-4	+8	-16
Phoenix	+12	+32	+4	+16

1 Sheep



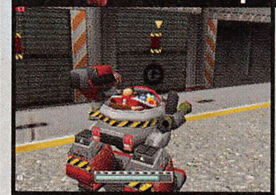
Whistle near the pipe next to the first radar dish on your right.

2 Sheep

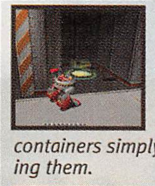


Look between the first two cylindrical fuel tanks on your left.

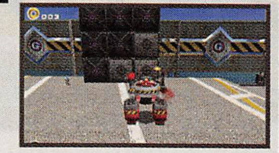
Level-Up Item: Large Cannon



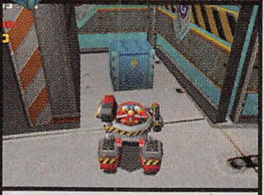
Look in the middle garage on the left side of the first aircraft carrier (where you start the stage).



Volkan Cannon power-up. Dr. Eggman can now break iron containers simply by shooting them.

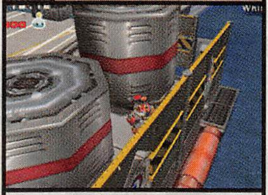


Chao Box #1



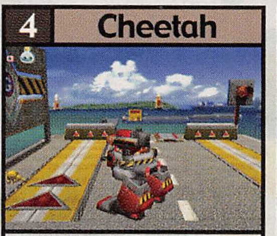
The first Chao Box is in a small nook just past those garages on the first aircraft carrier.

3 Seal



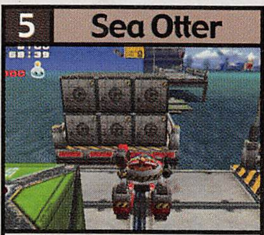
At the end of the first aircraft carrier, whistle near the pipe between the two cylindrical fuel tanks on the right.

4 Cheetah



Look along the fence on the left-hand side of the platform that follows the first point marker.

5 Sea Otter



After the first point marker, hover from catwalk to catwalk until you come to one blocked off by a stack of iron containers. Break the containers on the right.

Weapons bed Mission Rankings:

	Mission 1
A	30000 pts.
B	28000 pts.
C	25000 pts.
D	20000 pts.

	Mission 2
A	under 2:00
B	under 2:15
C	under 2:45
D	under 3:30

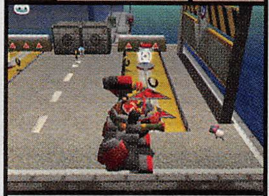
	Mission 3
A	under 2:15
B	under 2:30
C	under 3:00
D	under 3:30

	Mission 4
A	30000 pts.
B	28000 pts.
C	25000 pts.
D	20000 pts.

LIMIT - 2:45

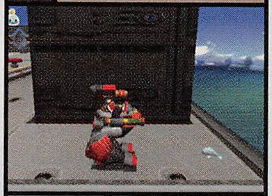
	Mission 5
A	30000 pts.
B	28000 pts.
C	24000 pts.
D	15000 pts.

6 Sheep



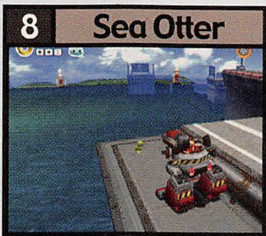
Look in the near right-hand corner of the platform with the balloon and two items boxes.

7 Seal



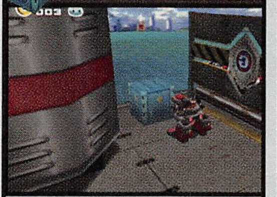
After taking a pulley to the second aircraft carrier, look before the garages on the right.

8 Sea Otter



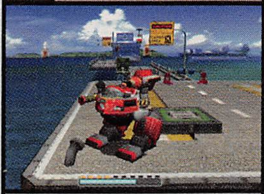
Look in the far left-hand corner of the second aircraft carrier.

Chao Box #2



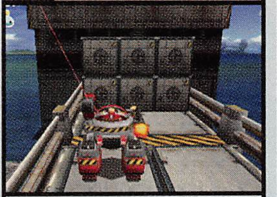
The second Chao Box is hidden next to the cylindrical fuel tanks on the right-hand side of the second aircraft carrier.

9 Seal



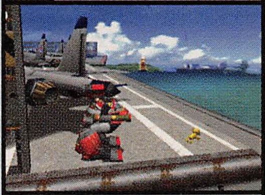
On the platform where the second point marker is, whistle next to the pipe in the near left-hand corner.

10 Seal



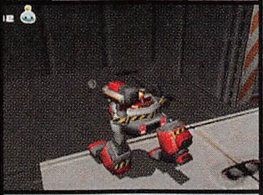
Keep progressing after the second point marker until you come to a stack of iron containers blocking three springs. Break the iron containers to the left.

11 Cheetah



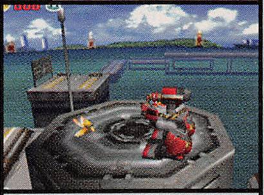
Look to the right of the first fighter jet on the third aircraft carrier.

12 Sheep



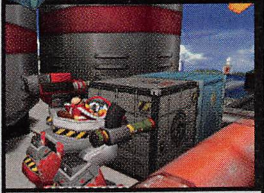
Whistle near the pipe in the first garage on the left-hand side of the third aircraft carrier.

13 Phoenix



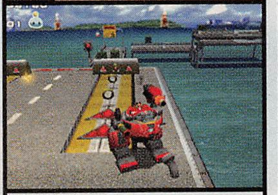
At the end of the third aircraft carrier, look on top of the cylindrical fuel tank in the right-hand corner. To reach it, take the pulley in the middle of the carrier.

Chao Box #3



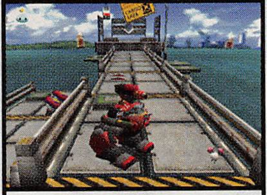
At the end of the third aircraft carrier, the final Chao Box is right next to the cylindrical fuel tank in the right-hand corner.

14 Sea Otter



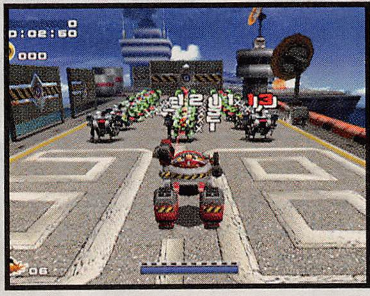
Whistle next to the pipe in the near right-hand corner of the platform following the third corner.

15 Sheep

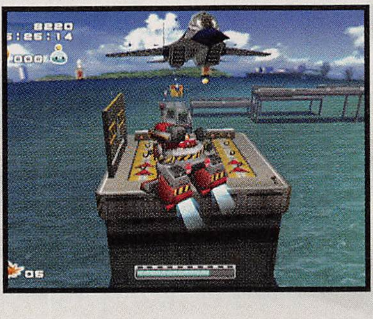


On the catwalk leading to the Goal Ring, walk toward the screen and look near the edge.

1st Mission: Rush into the Military Base



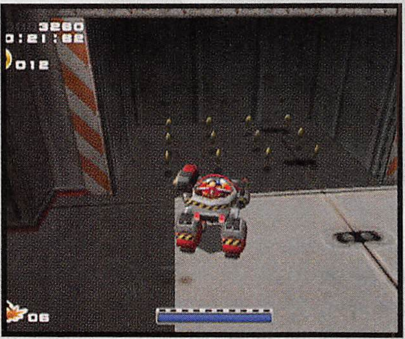
Stay sharp in this level; enemies are almost constantly swooping down and attacking aggressively. Be prepared to dodge their attacks and then return fire. If you're looking to rack up a lot of points, lock onto the dozens upon dozens of stationary, deactivated robots 10-plus at a time.



When hovering toward the platform that follows the third carrier, stay airborne for a couple of extra seconds and wait for the passing jets to unload their bombs.

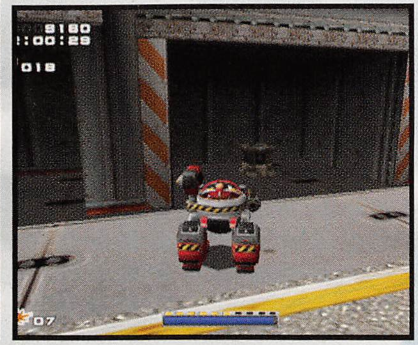
2ND MISSION: COLLECT 100 RINGS

Completing this mission in less than two minutes isn't much of a problem as long as you avoid getting hit. Just stop by the garages that contain rings, and burst every balloon.



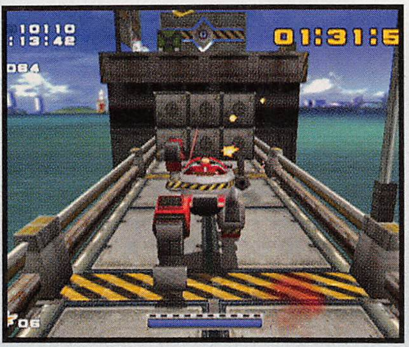
3RD MISSION: FIND THE LOST CHAO (MYSTIC MELODY REQ.)

On the third aircraft carrier, look in the last garage to the left, and play the Mystic Melody near the ancient shrine in there to make a blue swirl appear. Jump in, and you're transported to a platform where the lost Chao is tucked between some metal boxes.



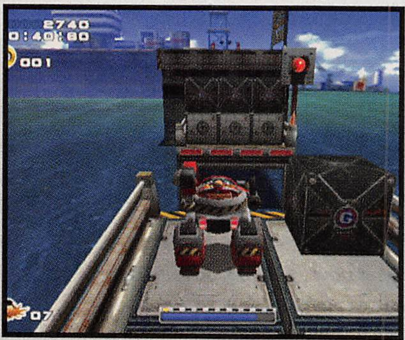
4TH MISSION: REACH THE GOAL WITHIN 2:45

Completing this mission is easy as long as you can resist the temptation to stop and destroy all of those helpless, stationary enemies. Do continually fire as you walk, however, to smash any iron containers in your way.

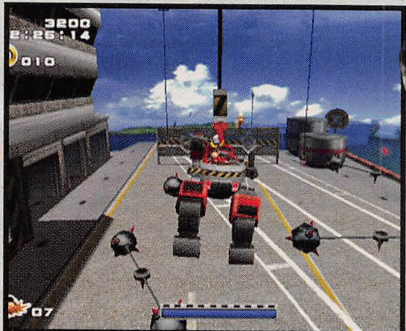


5TH MISSION: CLEAR HARD MODE

In addition to some more aggressive enemies, this mission contains a couple of minor path changes.



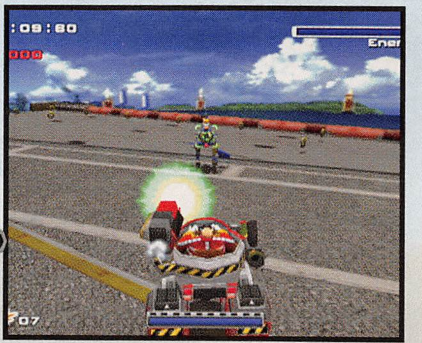
The first involves crossing this gap. After destroying the iron containers on the other side, you must now hover across from atop the metal box on your right.



The other point of difficulty is when you run into these spiked balls on the third carrier. The best way to get past them is to grab onto the pulley and hover over.

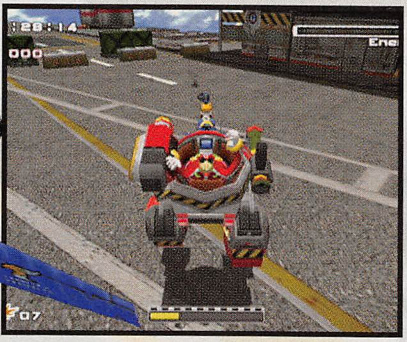
BOSS: TAILS

To defeat Sonic's loyal sidekick, wait for him to come at you before locking on with your laser. If he's not walking straight ahead, he'll be able to avoid most of your attacks. Don't let him get too close, however, or he'll try to punch you with that propeller. Also keep an eye on your health gauge, picking up rings if you need them. Tails should go down after 4-6 hits.



Tails is fairly aggressive, so wait for him to come at you, and then lock on with your laser. Teach that meddlesome fox not to mess with the doctor.

P-3a
Tornado II



If you get too close to Tails, it's difficult to see his cannon fire, and he might try to punch you. Keep your distance.

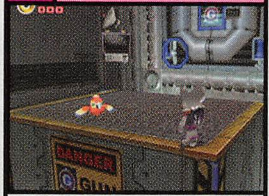
DARK STORY

8 Security Hall

Small Animals Found in This Stage:

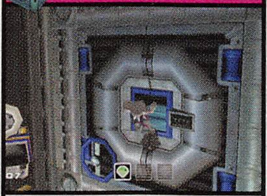
Animal	swim	fly	run	power
Parrot	+0	+48	-20	+4
Condor	+20	+60	-24	+16
Raccoon	+20	+16	+4	+8
Bear	+8	-16	+4	+36
Phoenix	+12	+32	+4	+16

1 Parrot



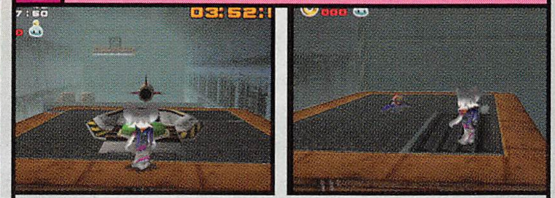
Look on top of the large box in the corner between blue sections B and C.

Chao Box #1



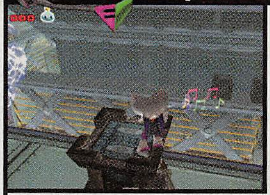
Open the safe just above the large box in the corner between blue sections B and C. The first Chao Box is inside the safe.

2 Condor

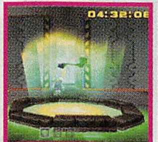


Break the cage on top of the highest platform above section C. To do so, glide to the platform in the corner between blue sections B and C, and launch the missile there.

Level-Up Item: Treasure Scope

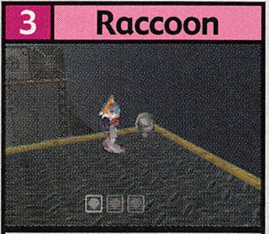


See things that you couldn't before. Press the Y Button until "Treasure Scope" appears in the upper right-hand corner of the screen, and then press the B Button to put it on. To take it off, simply jump.



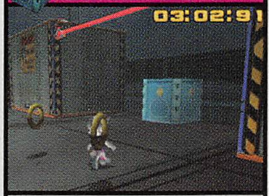
Play the Mystic Melody near the ancient shrine in yellow section C. Jump across the series of platforms that appears, destroy the iron containers in the wall, and walk down the revealed passage to grab the Treasure Scope.

3 Raccoon



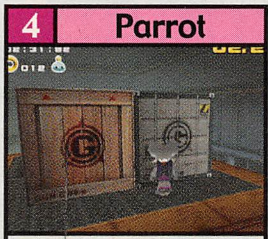
Whistle near the pipe atop the first large block to the right across from red section A.

Chao Box #2



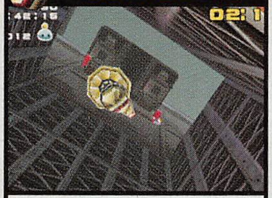
The second Chao Box is between the second and third large boxes across from red section A.

4 Parrot



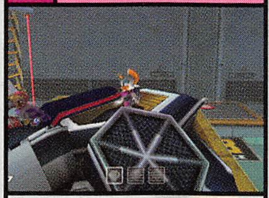
Break the iron container on top of the highest platform above section A.

Gold Beetle



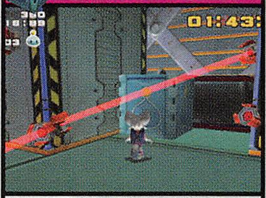
Appears while you're taking the pulley to the second floor. Jump off and glide into the Beetle for 1,000 points.

5 Condor



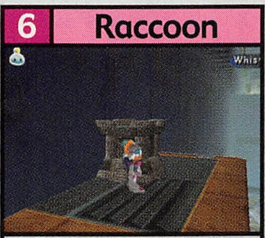
(Animals 5 through 7 are on the Second Floor)
Look on top of the second parts container to the left past the yellow letters.

Chao Box #3



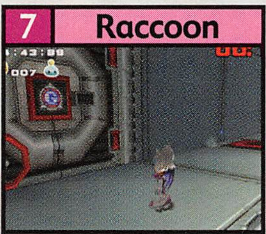
The final Chao Box is next to the giant falling weight ahead and to the right of the yellow letters.

6 Raccoon



Whistle next to the ancient shrine on the platform high above the switch for the red safes.

7 Raccoon



Flip the switch for the red safes, and drop back down to the first floor. Open the middle safe on the bottom of red section C.

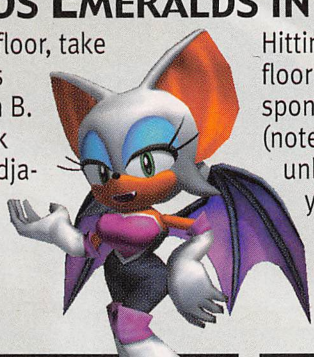
SECURITY HALL MISSION RANKINGS:

	MISSION 1	MISSION 2	MISSION 3	MISSION 4 LIMIT - 3:30	MISSION 5
A	12000 pts.	under 4:00	under 0:30	13000 pts.	16000 pts.
B	10000 pts.	under 4:30	under 1:00	12000 pts.	15000 pts.
C	8000 pts.	under 5:00	under 2:00	10000 pts.	13000 pts.
D	6000 pts.	under 5:30	under 3:00	8000 pts.	10000 pts.

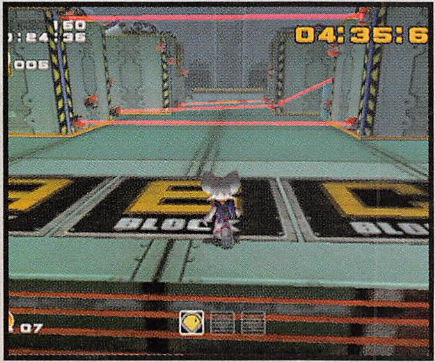
1ST MISSION: STEAL THE 3 CHAOS EMERALDS IN 5 MINUTES

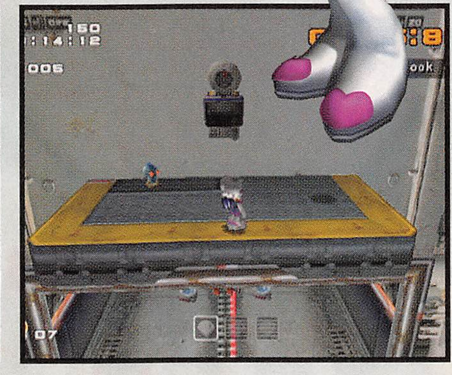
Finding Chaos Emeralds works the same way as finding pieces of the Master Emerald, except in this case there's a time limit. Fortunately, Security Hall isn't very large, so finding the gems with your radar doesn't take too long. Beware of the sweeping laser patterns throughout the stage, however, because it's easy to get caught up in them and lose a life.

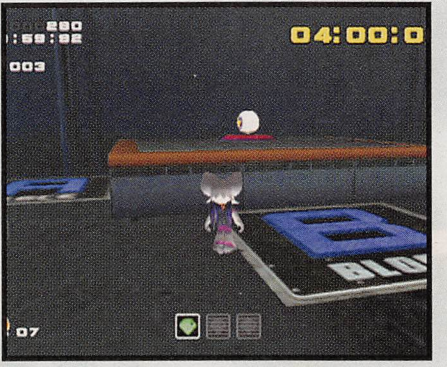
To reach the top floor, take this pulley across from blue section B. To safely get back down, take the adjacent pulley.



Hitting these switches on the second floor unlocks the safes of the corresponding color in the room below (note that only one color can be unlocked at a time). Once unlocked, you can open the safes by digging into the flashing "G."

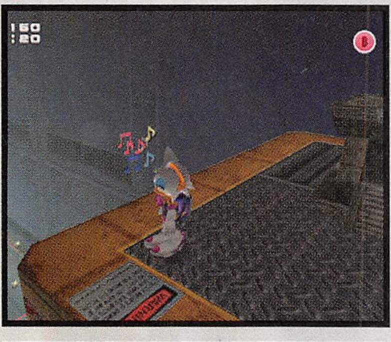




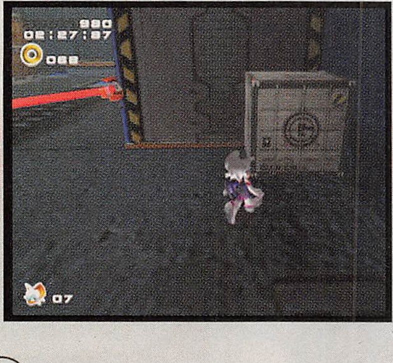


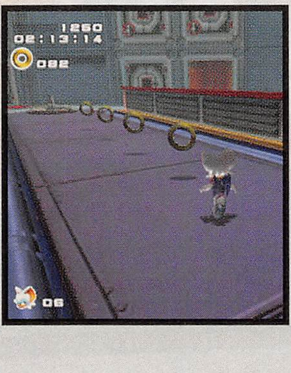
2ND MISSION: COLLECT 100 RINGS

(MYSTIC MELODY RECOMMENDED)



Four minutes may seem like a long time to complete this mission, but the rings are scarce and scattered. After picking up the five in front of you at the beginning of the stage, head for the top floor and climb to the platform high above the red safe switch. Playing your Mystic Melody near the shrine on this platform causes a whopping 40 rings to appear below. Find another 24 near the pulley. An item box beneath this iron container past the blue letters holds 10 more. To find the rest, drop down and do a sweep of the lower floor.

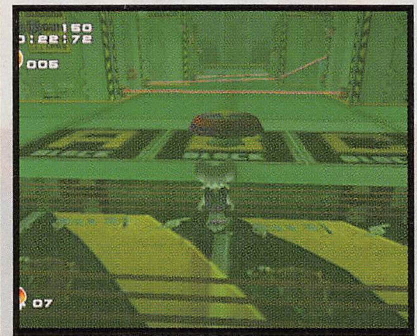




3RD MISSION: FIND THE LOST CHAO

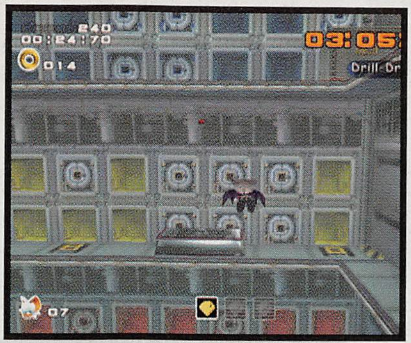
(TREASURE SCOPE REQ.)

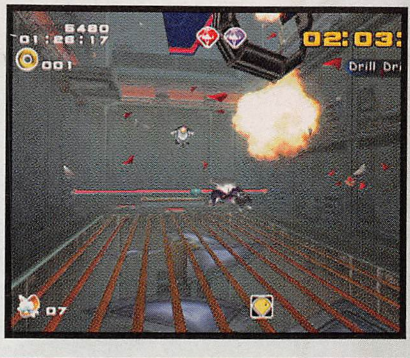
Take the pulley to the top floor and stand in front of the yellow letters. Turn on your Treasure Scope, and you see a spring on top of the letter "B." Bounce from it to reach a platform where you find Security Hall's lost Chao.



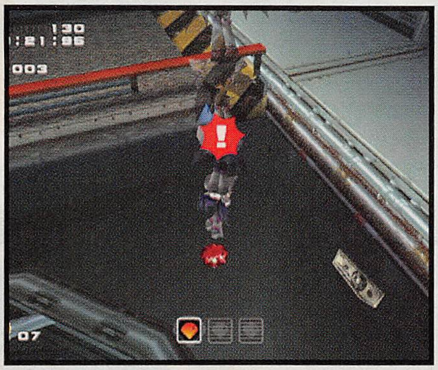
4TH MISSION: COLLECT THE CHAOS EMERALDS IN 3:30

As mentioned before, Security Hall isn't very large, so finding the Emeralds with your radar shouldn't take too long. Begin by gliding around the lower floor, and if nothing comes up, move to the top. Note that Chaos Emeralds can be hidden inside safes.

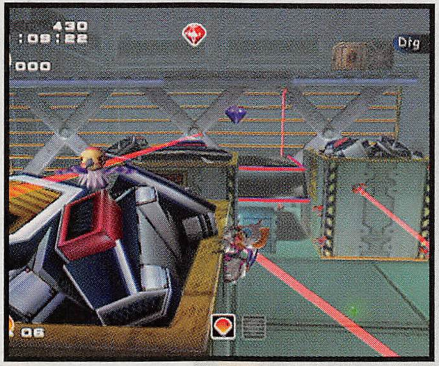




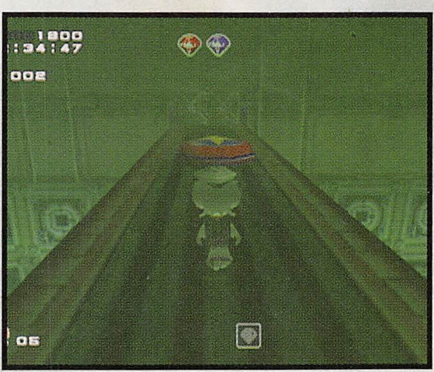
5TH MISSION: CLEAR HARD MODE



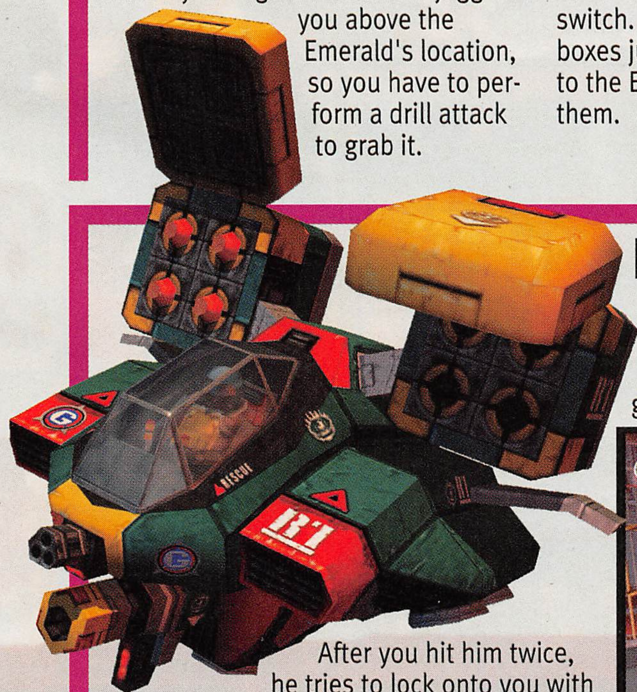
The first Chaos Emerald is hovering above the floor fans to the right of where you begin. The current juggles you above the Emerald's location, so you have to perform a drill attack to grab it.



For the second Emerald, head to the top floor and navigate through the lasers and toward the yellow safe switch. Climb up one of the two large boxes just in front of it, and glide over to the Emerald floating between them.



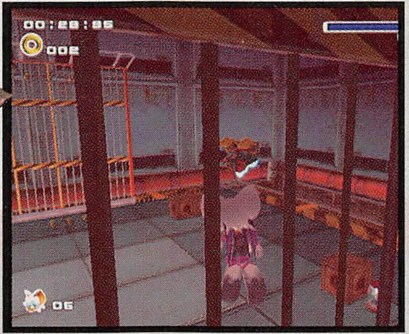
While you're up there, flip the red safe switch before dropping back down. The final Emerald is in the red safe behind the giant falling weight in section B. To suspend the weight, climb onto the highest beam, break the iron container, and turn on your Treasure Scope. A spring appears, bouncing you to the requisite switch on the ceiling.



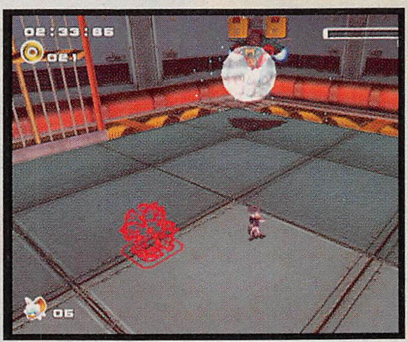
BOSS: R-1/A FLYING DOG

This guy is just a flying version of the B-3x Hotshot you fought earlier with Shadow. To avoid his machine gun fire, simply climb up either of the fences and wait for him to stop firing and moving. When he does, glide for the cockpit before he has a chance to unload his missiles.

After you hit him twice, he tries to lock onto you with a crosshairs. Keep moving to avoid being caught in his sights, or you'll be blasted by a huge laser. After the fourth hit, he won't stop to fire missiles anymore, so try to finish him off after avoiding the crosshairs.



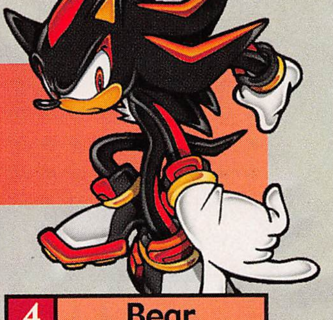
The only way to hit the Flying Dog is to glide from one of these fences. Be sure to aim for the cockpit.



When he tries to lock onto you with those crosshairs, don't let him, or you'll be on the receiving end of his ridiculously huge laser.

DARK STORY

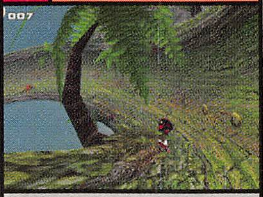
9 White Jungle



Small Animals Found in This Stage:

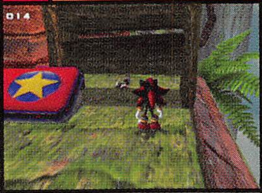
Parrot	swim +0	fly +48	run -20	power +4
Skunk	swim +8	fly +12	run +16	power +12
Bear	swim +8	fly -16	run +4	power +36
Peacock	swim +12	fly +48	run -16	power -12
Dragon	swim +20	fly +4	run +8	power +32

1 Parrot



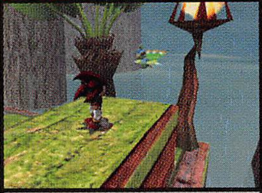
Whistle at the tree to your left just before the second row of rings on the first half-pipe.

2 Skunk



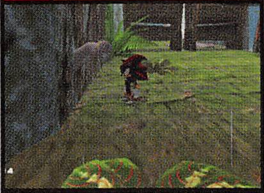
After swinging from the first vine, you'll land in front of a set of three springs. Somersault under the fence to their right.

3 Parrot



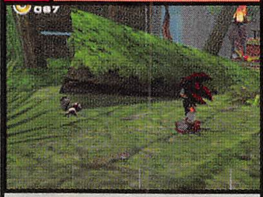
After launching from the stage's first jump plate, look around the first torch to your right. You'll probably have to walk back toward the screen to spot it.

4 Bear



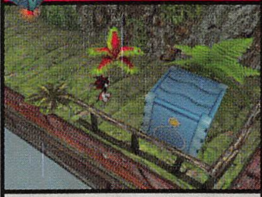
Whistle near the pipe on the left-hand wall just past where you found the previous animal.

5 Skunk



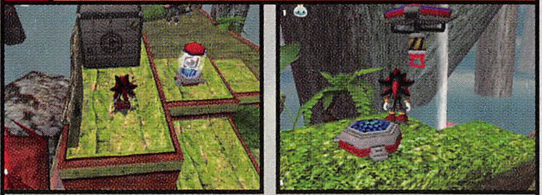
Somersault under the fence just ahead of where you found the previous pipe, and look around the moss-covered log to the left.

Chao Box #1



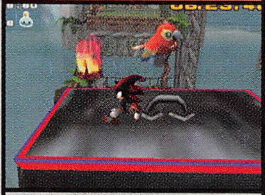
Somersault under the fence to the left of that moss-covered log, and you'll find the first Chao Box just beyond.

6 Bear



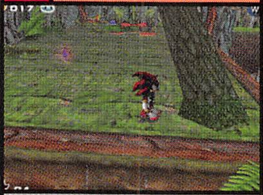
Get back onto the main path after grabbing the Chao Key, and break the iron container next to the bomb item box ahead. Hit the revealed switch, light dash up the row of rings that appears, and jump on top of the pulley to your right.

7 Parrot



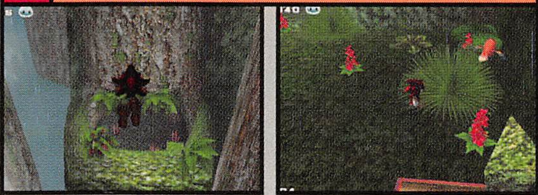
Jump on top of the stage's first giant falling weight.

8 Peacock



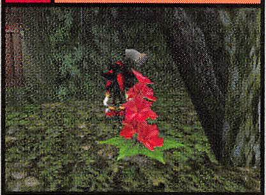
Bounce from the spring just ahead of that first giant weight, and whistle at the first tree to your right.

9 Parrot



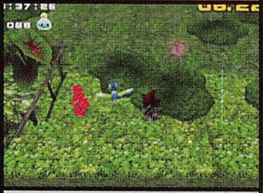
After launching from a jump plate that eventually follows the second point marker, you drop into a large, multi-tiered room. Look next to the right-hand wall on the second level of this room.

10 Skunk



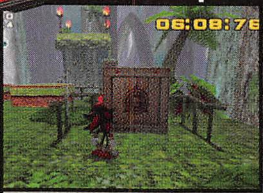
The exit to this large, multi-tiered room is blocked by a stack of wooden crates. Whistle near the pipe to the right of these crates.

11 Peacock



After swinging from the vine that eventually follows the third point marker, look to your immediate left.

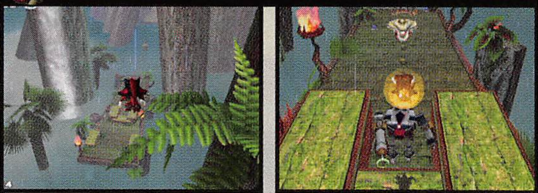
Level-Up Item: Air Shoes



Enables Shadow to perform the light dash. Approach a row of rings and press the B Button to zoom across the rings at light speed.

After swinging from the vine that eventually follows the third point marker, break the wooden crate ahead to your right. Drop down the exposed hole, and you'll land right next to the Air Shoes.

Gold Beetle



Progress forward until you swing from yet another vine. The path you drop onto has three grassy platforms: two parallel to each other and a third connecting them. The Gold Beetle appears just ahead of these three platforms.

WHITE JUNGLE MISSION RANKINGS:

	MISSION 1
A	14000 pts.
B	12000 pts.
C	10000 pts.
D	8000 pts.

LIMIT - 10:00

	MISSION 2
A	under 1:30
B	under 2:00
C	under 2:30
D	under 3:00

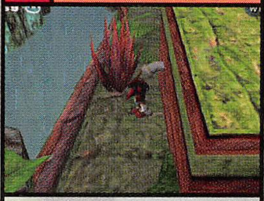
	MISSION 3
A	under 3:20
B	under 3:40
C	under 4:00
D	under 5:00

	MISSION 4
A	14000 pts.
B	13000 pts.
C	12000 pts.
D	10000 pts.

LIMIT - 3:00

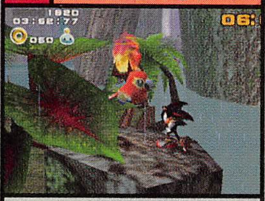
	MISSION 5
A	13000 pts.
B	12000 pts.
C	10000 pts.
D	8000 pts.

12 Skunk



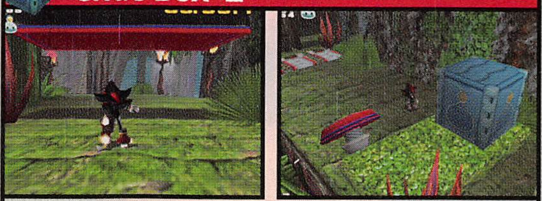
Whistle near the pipe on the left-hand side of those three grassy platforms.

13 Parrot



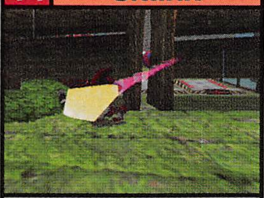
Look atop the tree stump just ahead and to the right of those three grassy platforms.

Chao Box #2



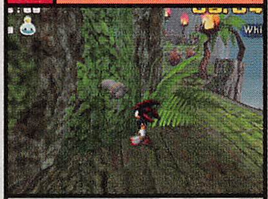
On the path following the one where the Gold Beetle appeared, continue past the giant falling weight, and somersault under the fence. The second Chao Box is just ahead.

14 Skunk



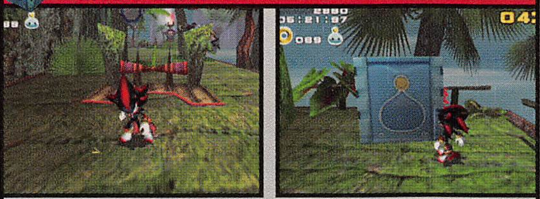
Look around the fence that you had to somersault under to reach the second Chao Box.

15 Peacock



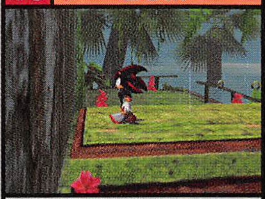
Bounce from the spring next to the second Chao Box, and walk toward the screen until you see a pipe on the left-hand wall. Whistle near that pipe.

Chao Box #3



After launching from two consecutive bungee vines, hold back on the Control Stick to avoid grabbing a third vine. Instead, walk forward, somersault under the fence to your left, and look behind the grassy platform to find the final Chao Box.

16 Bear



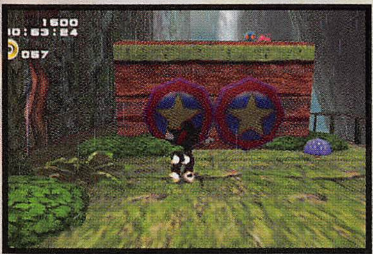
Jump on top of the grassy platform just in front of the final Chao Box, and whistle on its left-hand side.

1ST MISSION: CUT THROUGH THE JUNGLE IN 10:00

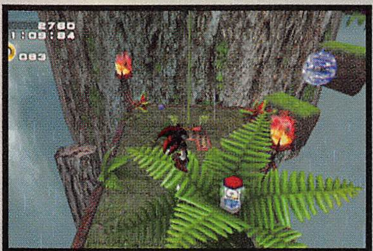
This level has a 10-minute time limit, but don't worry—that's more than enough time to explore, grab the Air Shoes, and even collect every small animal. It's relatively straightforward, and surprisingly easy for this late point in the game, so enjoy the sights.

2ND MISSION: COLLECT 100 RINGS

There are plenty of rings in this level, but collecting 100 in under a minute and a half can be a little tight. There are two items boxes that can expedite the process, however.

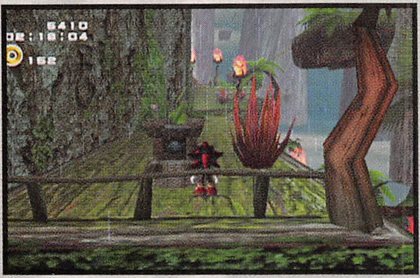


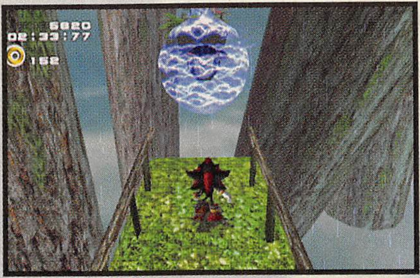
You can reach the first box (containing 20 rings), by bouncing off the dual springs that follow the first jump plate.



The second (containing 10 more) is atop the palm tree to your right, on the way down from using the next spring.

3RD MISSION: FIND THE LOST CHAO





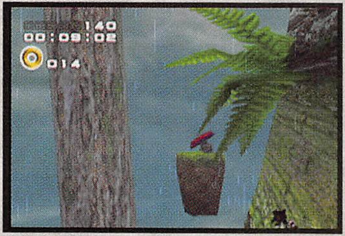
Use the spring next to the second Chao Box to bounce up to the level above. Once there, rather than taking the vine in front of you, turn toward the camera and run until you come to an ancient shrine at a dead end. Play the Mystic Melody atop the shrine to make a series of platforms appear. Jump across them, and you come to a floating enemy with another platform behind him. Perform a homing attack to reach that platform, and then grab the vine there to go for a little ride. You end up facing a large gap with a platform on the other side and a single floating enemy in front of you. Wait for his force field to dissipate, then do a homing attack. Another enemy immediately appears behind him. Homing attack that one as well, and continue this way until you reach the platform and the lost Chao that's waiting there.

4TH MISSION: REACH THE GOAL WITHIN 3:00

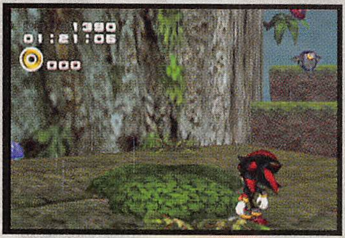
If you light dash whenever possible, hit every dash panel, and avoid any unnecessary stops, completing this level in under three minutes should be a piece of cake.

3930
013
500
01:09:

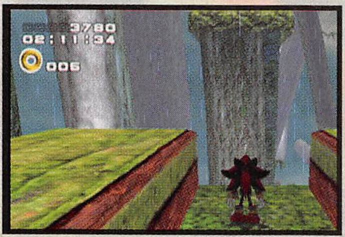
5TH MISSION: CLEAR HARD MODE



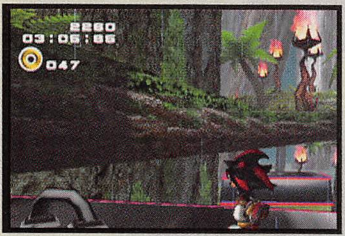
You'll notice a major difference almost right away: as the spring at the end of the first half-pipe has been moved to a platform floating in the air. Jump and use a homing attack to reach it.



The next significant change is that the spring here has disappeared completely. You must use the ledges on your right to get up above.



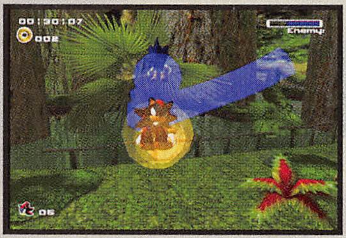
The row of rings here has also disappeared, so you have to drop down and use the route where you found the Air Shoes.



Another spring here is gone, so you have to jump on top of this new giant weight to reach the upper level.

BOSS: SONIC

In one of the strangest moments in Sonic history, it's time for you to beat up on Sega's mascot. There are two ways to hurt Sonic: either hit him with a homing attack from behind, or simply somersault into him. If you see him jump up to hit you with a homing attack, get moving! You'll probably need to jump to deflect his assault. The battlefield is very small, and if you fall off you lose a life. Therefore, try to stay in the center.



If Sonic jumps, it probably means he's about to launch a homing attack. Jump up to meet him, and he'll bounce harmlessly off of you.

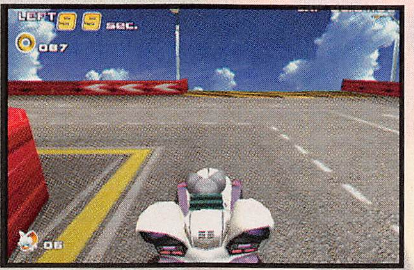
Long-time Sonic fans may be riddled with guilt for bullying their favorite character. Don't worry; he'll make a full recovery.

DARK STORY

10 Route 280

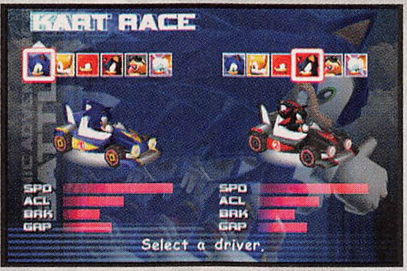
1ST MISSION: CHASE THE TORNADO

In this level, Rouge takes a break from treasure hunting to chase down Tails in a race kart. Avoid hitting walls and cars (of course) while collecting as many rings as possible. Every time you nab 20 rings, you're rewarded with a speed boost (activated by pressing the Y Button). Also, you can power slide around some of the tighter turns by letting up on the accelerator, beginning the turn, and then accelerating again. This can help you achieve a much better time.


LEFT 99 sec.
087
06

Be particularly careful when going around these turns, because there are no railings to prevent you from falling into the water.

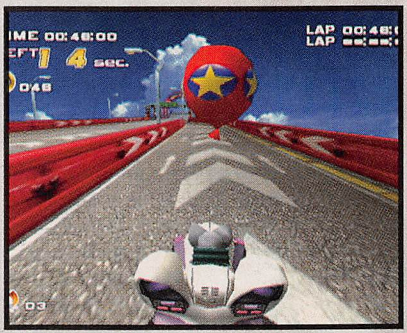
TIME 00:08:00
LEFT 52 sec.
LAP 00:08:00
012
Drive Safety!!


KART RACE
SPD
ACL
BRK
GRP
Select a driver.

2P Versus Kart Race: There's no upgrade in this level, but successfully completing the first mission opens the two-player Kart Race battle (or the single-player Kart Race if you haven't completed Tails' Route 101 yet).

2ND MISSION: COLLECT 100 RINGS

Follow the same strategy as you did in the first mission, and be sure to hit all of the balloons. Each one randomly contains between 10 and 40 rings. Avoid any catastrophic mistakes, and you'll complete this mission in no time.


TIME 00:46:00
LEFT 14 sec.
046
03

3RD MISSION: DON'T HIT OTHER CARS

This may sound easy, but if you're not careful it can be extremely frustrating. Just take your time and don't be afraid to hit the brakes, even if you're trying to score an A. Three and a half minutes is plenty of time.

TIME 01:26:98
LEFT 64 sec.
LAP 00:48:36
LAP 01:26:98
063
04

4TH MISSION: DON'T HIT THE WALLS

Everything above applies here as well. Additionally, don't try to power slide. Take the turns slowly, and only use the speed boost on straightaways. Be particularly careful in the narrow tunnels towards the end. Again, you have plenty of time to score an A.

TIME 02:43:28
LEFT 77 sec.
116
03

ROUTE 280 MISSION RANKINGS:

	Mission 1
A	under 3:20
B	under 3:30
C	under 3:40
D	under 3:50

	Mission 2
A	under 2:00
B	under 2:30
C	under 3:00
D	under 3:30

	Mission 3
A	under 3:30
B	under 3:40
C	under 3:50
D	under 4:00

	Mission 4
A	under 3:45
B	under 3:50
C	under 3:55
D	under 4:00

	Mission 5
A	under 3:20
B	under 3:30
C	under 3:40
D	under 3:50

5TH MISSION: CLEAR HARD MODE

The bad news is that there are a lot more cars on the road and they're intent on cutting you off. The good news is that you can run into walls again, so power slide early and often. In fact, try to maintain a perpetual power slide; doing so seems to maintain a higher top speed.

DARK STORY

11 Sky Rail

Small Animals Found in This Stage:

Sheep
swim +8
fly +8
run +16
power +16

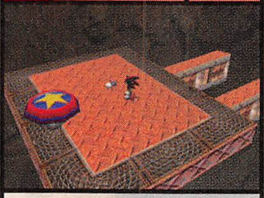
Bear
swim +8
fly -16
run +4
power +36

Condor
swim +20
fly +60
run -24
power +16

Tiger
swim -8
fly -16
run +20
power +36

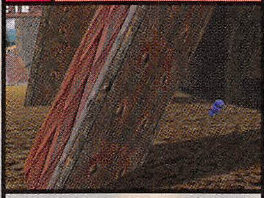
Phoenix
swim +12
fly +32
run +4
power +16

1 Sheep



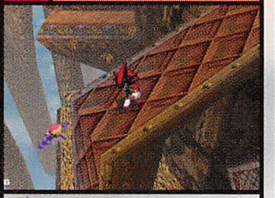
At the end of the first rail, look on the platform below. You may have to backtrack a couple of steps and drop down to reach this platform.

2 Bear



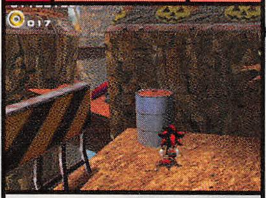
Look between the first two steel beams on the right after the first rail.

3 Condor



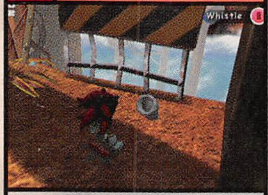
Look on top of the large steel beam just before the first propeller spring. To get up there, do a homing attack on the set of three springs below.

4 Sheep



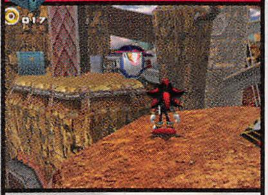
Break the first barrel on the left after using the first propeller spring.

5 Condor



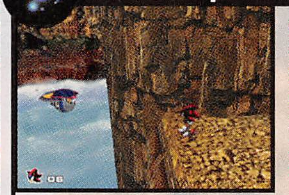
After using that first propeller spring, progress forward until you come to a barricade with a pipe in front of it. Whistle near the pipe.

Chao Box #1



Instead of taking the first rocket, do a homing attack to the floating enemy on the left to reach the platform where the first Chao Box is.

Level-Up Item: Ancient Light



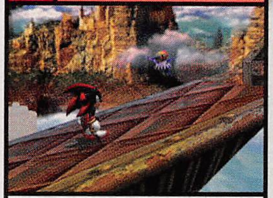
Imbues Shadow with the light attack. Hold down the B Button as if charging a spin dash, and release it when Shadow stands back up. Every enemy in sight is defeated at light speed.

Break open the first Chao Box and stand where it used to be. Another floating enemy should appear. Perform a homing attack on him, then the enemy behind him, and then onto a floating spring. As you're bouncing, push forward on the Control Stick to land next to the Ancient Light.

Sky Rail Mission Rankings:

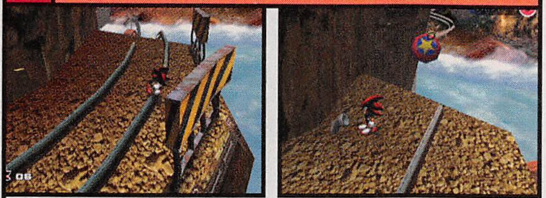
	Mission 1	Mission 2	Mission 3	Mission 4 (LIMIT - 2:00)	Mission 5
A	14000 pts.	under 1:15	under 1:10	14000 pts.	10000 pts.
B	13000 pts.	under 1:45	under 1:30	12000 pts.	9000 pts.
C	11000 pts.	under 2:15	under 1:45	10000 pts.	8000 pts.
D	9000 pts.	under 2:30	under 2:00	8000 pts.	7000 pts.

6 Condor



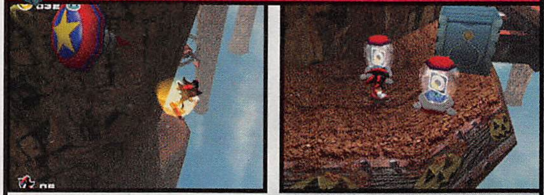
Walk to the edge of the steel beam jutting out to the right of the first point marker.

7 Bear



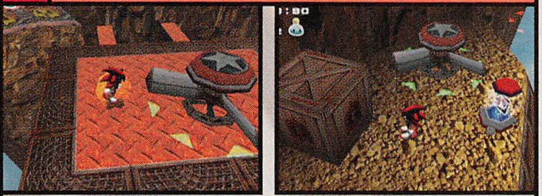
After grinding the long rails that follow the first point marker, you land on a ledge with two short rails. Slowly grind the right one, jump off onto the ledge below, and whistle next to the pipe on your left.

Chao Box #2



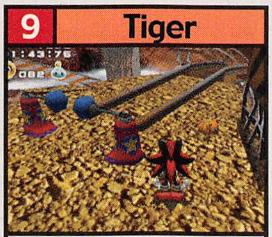
Jump off the ledge where you found the previous pipe, and as you pass the spring, perform a homing attack while holding up and left on the Control Stick. You should land on a ledge below where the second Chao Box is.

8 Condor



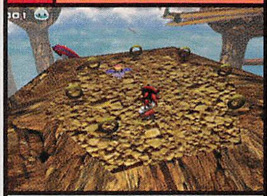
Use the propeller spring just beyond the second Chao Box to reach a ledge high above. Once there, break the wooden crate and whistle near the revealed pipe.

9 Tiger



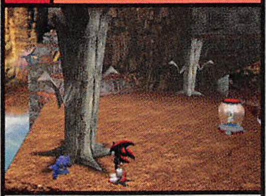
Look to the right of the second point marker. If it weren't for the tiger's color blending in with the ground, he'd be almost impossible to miss.

10 Condor



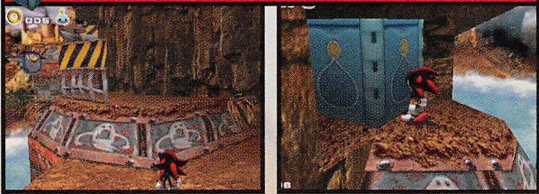
Grind the left-hand rail after the second point marker, and when you see the jack-o-lantern pillar to your left, jump on top of it.

11 Bear



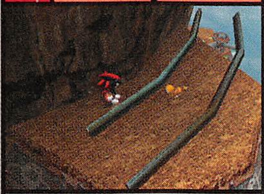
Upon landing from the long rails that follow the second point marker, look next to the tree on your left.

Chao Box #3



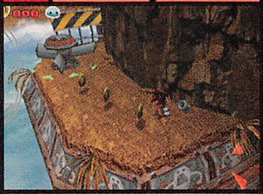
Work your way up the ledges ahead and to the left of where you found the previous animal. When you get to the first propeller spring, bounce to its peak and do a homing attack into the small alcove on the right, where the final Chao Box is.

12 Tiger



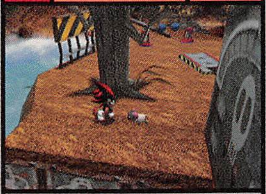
Use the floating spring below and to the right of the alcove where you found the final Chao Box to reach a small ledge.

13 Tiger



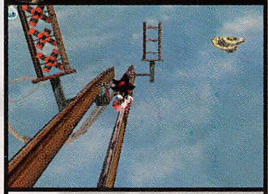
Whistle near the pipe on the ledge above and to the left of the propeller spring that you used to reach the final Chao Box.

14 Sheep



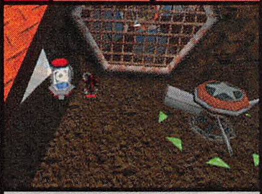
Look along the ground to the left of the church steeple just before the third point marker.

Gold Beetle



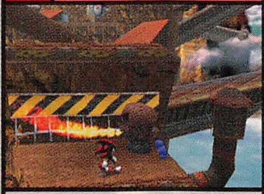
Appears to the right while you're grinding the long rails that follow the third point marker.

15 Tiger



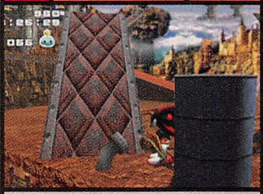
Upon landing from the long rails that follow the third point marker, you see a propeller spring ahead. Whistle near the pipe to the left of that spring.

16 Bear



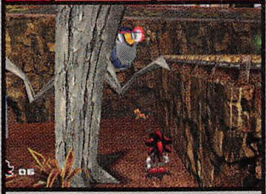
Now use the propeller spring to reach the ledge above and to your right. Look next to the fire-breathing skull on that ledge.

17 Sheep



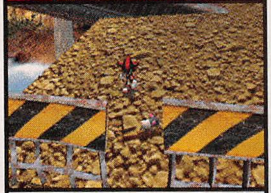
Jump onto the large platform ahead, and whistle next to the pipe near the barrel on your left.

18 Tiger



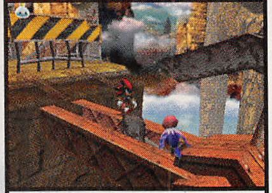
Jump up another level, and look in the right-hand corner behind the tree.

19 Sheep



Grind the next long rail, and upon landing, walk toward the screen and look near the middle barricade.

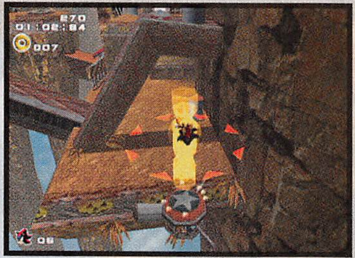
20 Condor



Walk to the edge of the steel beam jutting out to the right just before the Goal Ring.

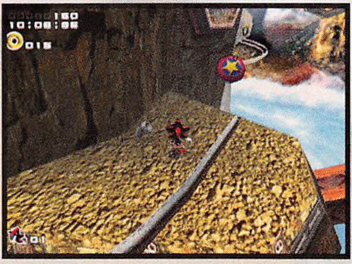
1st Mission: Chase the Tornado

This can be one of the most difficult stages in the game, particularly if you're lured onto its various precipitous ledges by the many scattered item boxes. Just be careful and make precise movements. Also, if you haven't mastered the homing attack by now, you have to do so here if you ever want to reach the goal.

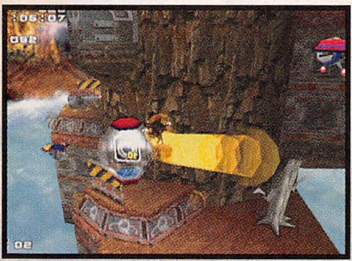


The trick to using these springs with propellers underneath them is to perform a homing attack into them, let Shadow bounce as high as he can, and then perform another one. Every time you do this, the spring rises beneath Shadow until it peaks at the orange circle floating above.

2nd Mission: Collect 100 Rings



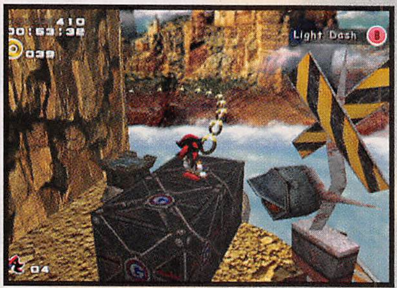
To quickly complete this mission, go straight along the main path (hitting the item box accessible via the first propeller spring) until you reach this ledge. Here, instead of using the spring, jump around the mountain to the ledge below, where you found the second Chao Box. You may have to perform a homing attack at the end of your descent to reach it. There are two item boxes down here containing a total of 30 rings. Work your way back up the mountain, and take the right-hand rail after crossing the second point marker. Jump from the end of the rail and perform another homing attack to try to reach this item box. Either it or the one on the ground below should give you ring number 100.



3rd Mission: Find the Lost Chao

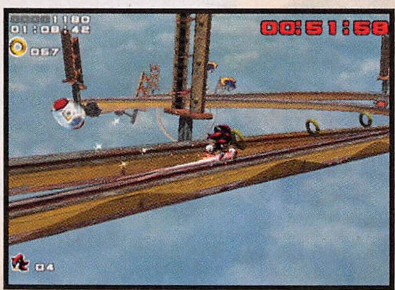
(Mystic Melody Required)

Play your Mystic Melody at the ancient shrine to the left of the second point marker, and a path of rings will appear. Light dash across them, and then use a series of propeller springs to reach the top of the hill where the Chao is.

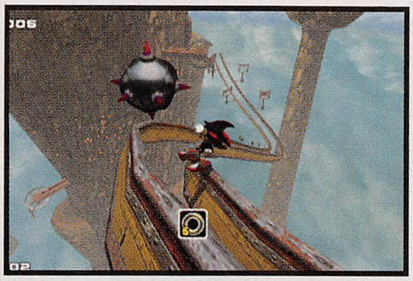


4th Mission: Reach the Goal within 2:00

If you always crouch when grinding rails, and ignore any enemies that aren't in your path, completing this stage in less than two minutes should be a snap.



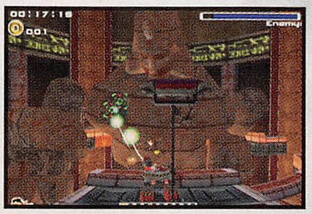
5TH MISSION: CLEAR HARD MODE



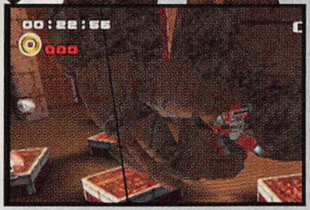
Aside from the usual addition of more aggressive enemies, this mission also places spiked balls on many of the rails. To get by them, jump over onto the adjacent rail by pushing the Control Stick left or right and simultaneously pressing the A Button.

BOSS: EGG GOLEM

Before proceeding to Mad Space, you must defeat this enormous rock golem with Dr. Eggman. Begin by shooting at him with the Volkan Cannon until one of the cracks in his chest opens up. When it does, lock onto the exposed mechanical part three times, and fire. Repeat this process with the other two cracks to finish him off. It's fairly easy to dodge his attacks (just keep running in a circle), but if your HP gauge gets low, hover down onto the platforms below to find some rings and a health kit. Just be sure not to fall into the quicksand, or Eggman will croak.



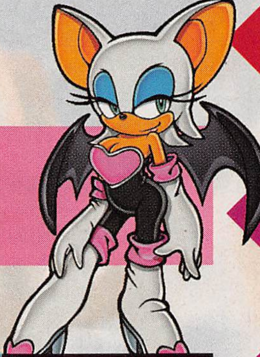
After breaking open one of those cracks in the Egg Golem's chest, lock on and fire at the exposed mechanical innards.



If you start to fall toward the quicksand below, hover and find a platform to land on. You might as well grab some rings while you're down here.

DARK STORY

12 Mad Space

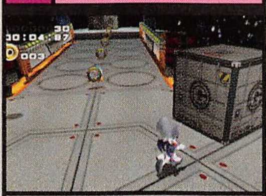


Small Animals Found in This Stage:

Raccoon	swim +20 fly +16 run +4 power +8
Peacock	swim +12 fly +48 run -16 power -12
Gorilla	swim -4 fly -8 run +4 power +40
Parrot	swim +0 fly +48 run -20 power +4
Phoenix	swim +12 fly +32 run +4 power +16

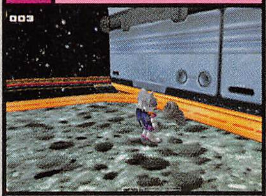
Objects and Small Animals Located in the Lower Space Station:

1 Raccoon



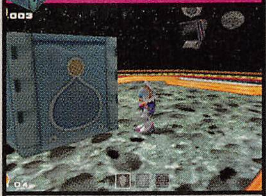
Break the iron container to the right of the starting point on the space station.

2 Peacock



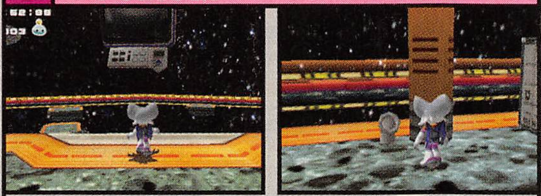
Drop to the lower level, jump over the fence behind the spring, and land on the platform below. Whistle near the pipe on this platform.

Chao Box #1



Jump over the fence closest to an iron container on the lower level, and land on the platform below. The first Chao Box is on this platform.

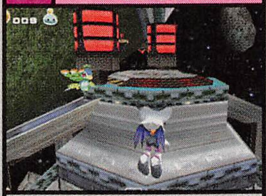
3 Peacock



On the platform where you found the first Chao Box, walk toward the edge where the computer is floating. From there, glide to the platform ahead and slightly to the right, and then whistle near the pipe on that platform.

Objects and Small Animals Located on the Spherical Planet:

4 Peacock



Look above the entrance of the blue space pod where you found the Iron Boots (see next page).

MAD SPACE MISSION RANKINGS:

MISSION 1	
A	14000 pts.
B	12000 pts.
C	10000 pts.
D	8000 pts.

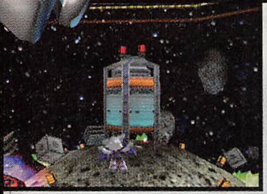
MISSION 2	
A	under 2:30
B	under 3:00
C	under 4:30
D	under 5:00

MISSION 3	
A	under 1:30
B	under 2:00
C	under 4:00
D	under 5:00

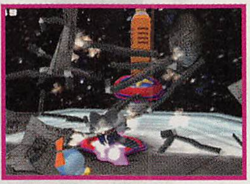
MISSION 4		LIMIT - 4:30
A	14000 pts.	
B	12000 pts.	
C	10000 pts.	
D	8000 pts.	

MISSION 5	
A	12000 pts.
B	10000 pts.
C	8000 pts.
D	6000 pts.

Level-Up Item: Iron Boots



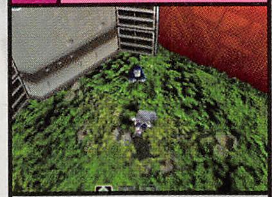
This crucial upgrade is in the blue space pod atop the Spherical Planet. You need it to complete the rest of the stage.



Increases your kick attack power. Now you can break iron containers with just a kick.

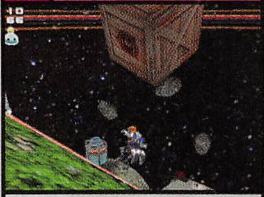
Objects and Small Animals Located on the Capsule Planet:

5 Gorilla



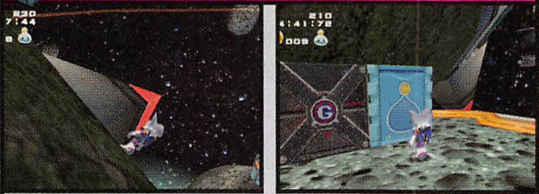
The Capsule Planet has three T-shaped mechanical structures on it. Look in the right-hand corner of the T on the end of the planet tilting downward.

6 Parrot



From the T where you found the previous animal, walk toward the end of the planet tilting upward, and break the wooden crate floating near the other T to your right.

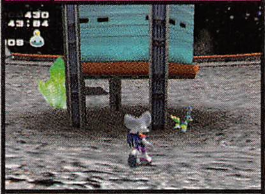
Chao Box #2



The second Chao Box is on the platform nearest the very end of the planet tilting upward. This platform is to the right of the T where you found the previous animal.

Objects and Small Animals Located on the Holy Planet:

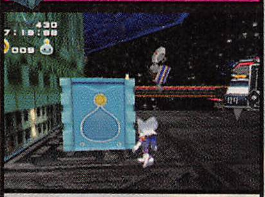
7 Peacock



Look around the outside of the blue space pod on top of the Holy Planet.

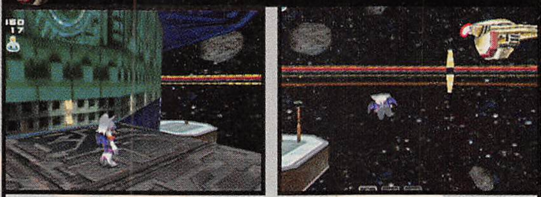
Objects and Small Animals Located on the Upper Space Station:

Chao Box #3



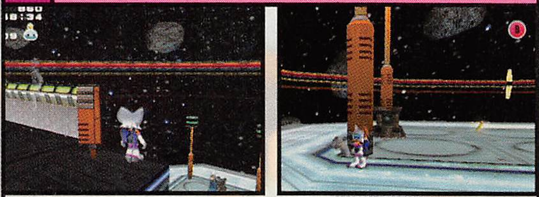
The final Chao Box is on an upper ledge of the space station with a hawk enemy, a computer, and a rocket.

Gold Beetle



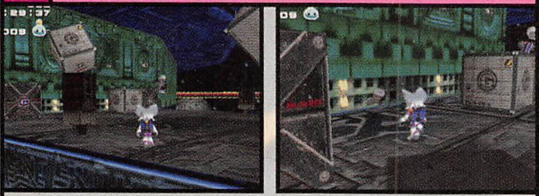
Facing the space station, jump to your right off of the ledge where you found the final Chao Box. The Gold Beetle appears while you glide toward the next ledge.

8 Raccoon



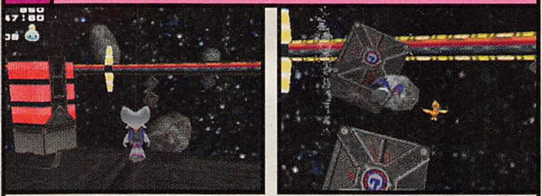
After landing on that next upper ledge, drop to the large platform below where an ancient shrine is. Whistle near the pipe behind the lamppost to the left of the shrine.

9 Raccoon



Keep gliding around the space station until you get to an upper ledge with two floating boxes and three grounded ones. Whistle near the pipe between the grounded boxes.

10 Phoenix



Facing away from the space station, jump off of the ledge where you found the previous animal, and glide toward the floating metal boxes ahead. A Phoenix is flying between the two boxes that are very close to each other.

1st Mission: Find 3 Pieces of the Master Emerald

This stage is divided into five main sections: the space station you start on, another enormous space station high above, and three "planets." Each of the switches on the space station you start from activates the corresponding rocket on the platform above. The one straight ahead of where you start takes you to the Capsule Planet, the one to your right takes you to the Spherical Planet, and the one to your left takes you to the Holy Planet. Note that the switches for the Capsule Planet and the Holy Planet are beneath iron containers, and thus can't be accessed until you've obtained the Iron Boots. To reach the enormous space station, go to the Holy Planet and use the rocket on top of the blue space pod in the center.

To escape the Spherical Planet's immense gravity, you must use the rocket on top of the space pod where you find the upgrade. The switch to activate the rocket is hidden beneath an iron container under the same pod.

thgil derit

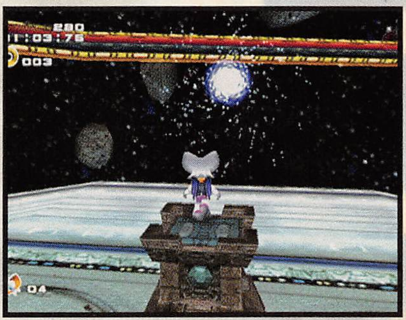
Because this stage is so large and confusing, you'll probably want to reference the computers. The hints they give either have backwards text, or are lies. For instance, if it says "lowest point," the truth is "highest point."

2nd Mission: Collect 100 Rings

Rings are quite sparse here, and collecting 100 in fewer than two and a half minutes is extremely difficult. After grabbing the nine right in front of you, rocket to the enormous space station first, and collect about 35 rings up there. Next, drop to the Capsule Planet and collect another 15 before dropping back to where you started. Grab the item box containing 20 rings on the platform below, and then pick up the final 21 on the outlying platforms.

3rd Mission: Find the Lost Chao (Mystic Melody Required)

Advance up to the enormous space station, and climb to the upper ledge with the five floating boxes. From there, drop to the large platform below, and approach the ancient shrine. Play your Mystic Melody, and then jump into the blue swirl that appears to be transported to a hallway blocked off by six iron containers. Smash the containers and jump into a second blue swirl that was behind them. You're transported to an identical hallway (only with an enemy instead of containers) housing a third blue swirl. Jump into it to be transported to the lost Chao's location.

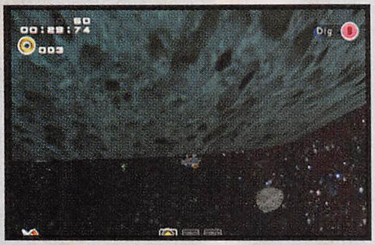


4th Mission: Collect the Emerald Pieces in 4:30

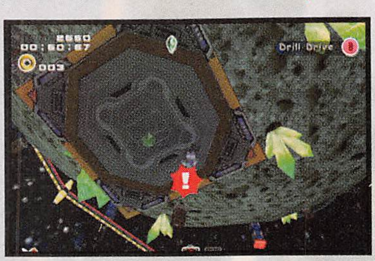
03:12:5
Drill Drive

The enormity of Mad Space can make this mission rather difficult, so be sure you know your way around. The best strategy is to head for the enormous space station, and then work your way down until something comes up on the radar. Unless you're lucky, you'll have to reference a couple of computers for hints.

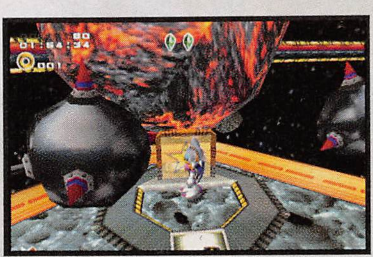
5TH MISSION: CLEAR HARD MODE (TREASURE SCOPE REQUIRED)



The first piece of the Master Emerald is floating beneath the Holy Planet. Climb down the side of the planet as far as Rouge will go, then glide underneath it and grab the Emerald.



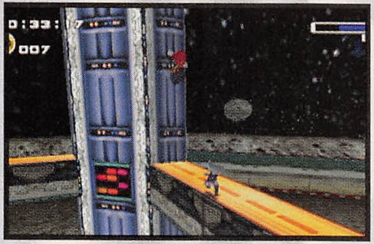
For the second piece, glide to the Spherical Planet. The Emerald is on a platform at the bottom, but it can be tricky to reach due to the mixed-up gravity. You need a running start to get onto the platform.



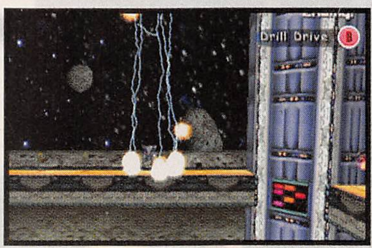
The final piece is above this platform, near the upper ledges of the enormous space station (note that the rocket from the Holy Planet must now be activated by a switch in the blue room below it). Once there, perform a screw kick to reach the Emerald. Do so by rotating the Control Stick 360 degrees clockwise, and then hitting the B Button.

BOSS: KNUCKLES

Defeating Knuckles shouldn't give you too much trouble. The battle begins on the ground, where you can collect a few rings while dodging his attacks. When he stops, take the opportunity to kick or glide into him. Eventually, the ground opens up and the two of you are launched into the air. Follow Knuckles to whichever beam he lands on, and attack relentlessly. If he mutters the words, "Take this," get moving! It means he's about to unleash his special Thunder Arrow attack, which can hit you from anywhere. After dodging it, go back to work. Four hits should be the end of him.



If Knuckles starts to climb one of the columns, don't stand under him! He's probably about to come at you with a drill punch.



When Knuckles says, "Take this," move fast to avoid his Thunder Arrow attack. This special attack can hit you from anywhere if you stand still.

DARK STORY

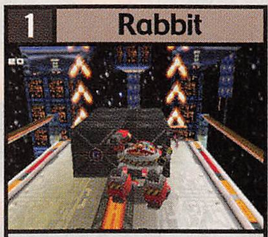
13

Cosmic Wall

Small Animals Found in This Stage:

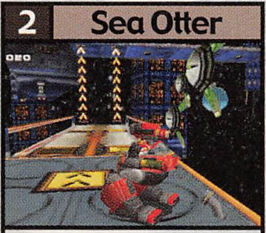
Animal	swim	fly	run	power
Cheetah	-8	-8	+40	+8
Rabbit	+0	+8	+40	-16
Condor	+20	+60	-24	+16
Sea Otter	+44	-4	+8	-16
Unicorn	+16	+12	+36	+0

1 Rabbit



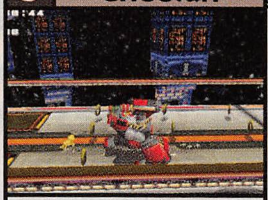
Look to the right of the metal boxes on the first catwalk.

2 Sea Otter



Whistle near the pipe on the small platform that precedes the third catwalk.

3 Cheetah



When you get to the platform with the giant falling weight, walk to the edge of the catwalk on your left.

Cosmic Wall Mission Rankings:

Mission 1	
A	53000 pts.
B	45000 pts.
C	30000 pts.
D	15000 pts.

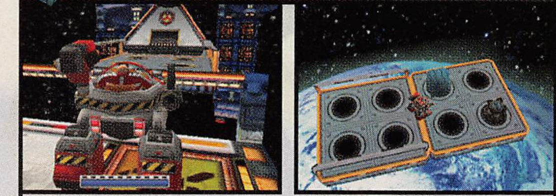
Mission 2	
A	under 1:30
B	under 1:45
C	under 2:00
D	under 3:00

Mission 3	
A	under 1:30
B	under 1:45
C	under 2:00
D	under 2:30

Mission 4		
A	45000 pts.	LIMIT - 8:00
B	40000 pts.	
C	35000 pts.	
D	30000 pts.	

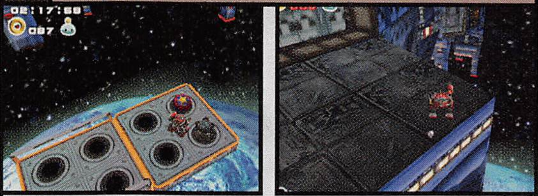
Mission 5	
A	50000 pts.
B	45000 pts.
C	40000 pts.
D	30000 pts.

Chao Box #1



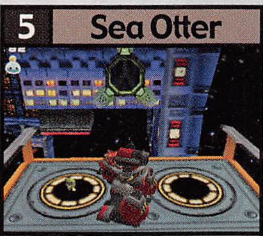
After passing through the second point marker, hover up to the next catwalk, and then hover to the platform on your right. The first Chao Box is inside the pyramid.

4 Unicorn



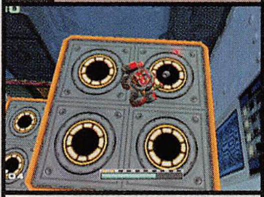
Play the Mystic Melody at the ancient shrine next to the first Chao Box, and bounce from the spring that appears to reach the platform above. From there, follow the green arrows upward until you reach a ledge with a pyramid. While facing the building, hover around its left side to reach another ledge.

5 Sea Otter



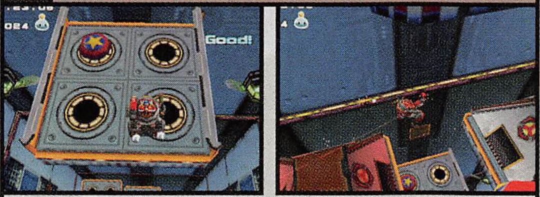
Get back onto the main path, and look on the platform that follows the first catwalk after the second point marker.

6 Cheetah



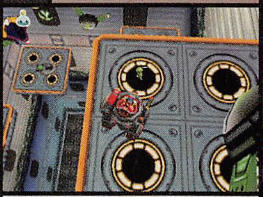
While working your way up a long shaft, you come to a platform with a pipe on its far right-hand corner. Whistle near this hard-to-miss pipe.

7 Condor



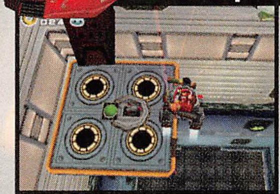
Continue up this shaft, and you come to a pulley that you can use to reach a platform with a spring on it. There are two more platforms above to either side. Bounce to the one on the left, and break the pyramid there.

8 Sea Otter



At the height of this shaft, jump over the wall and begin a slow descent down an adjacent shaft. Look on the first platform to the right.

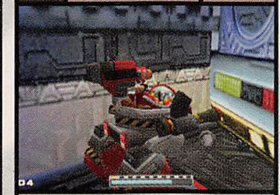
Level-Up Item: Protection Armor



Increases Eggman's HP gauge by upgrading the armor on his walker. Now the good doctor can sustain more damage before losing a life.

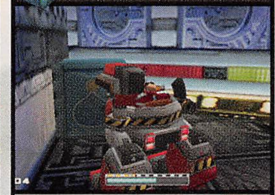
Continue your descent until you come to a platform on the left, with a missile. Launch the missile to destroy the cages on the platform to the right, then hover to that platform to obtain the Protection Armor.

9 Sheep



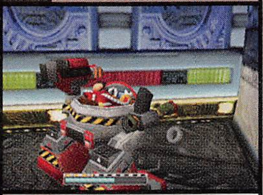
Upon landing at the bottom of the shaft, proceed to the next room and whistle near the pipe in the right-hand corner.

Chao Box #2



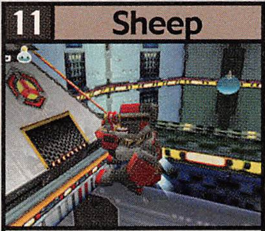
The second Chao Box is in the left-hand corner just before the fourth point marker.

10 Cheetah



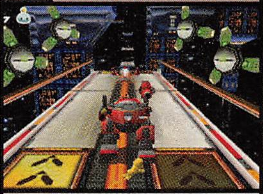
Whistle near the pipe in the right-hand corner just before the fourth point marker.

11 Sheep



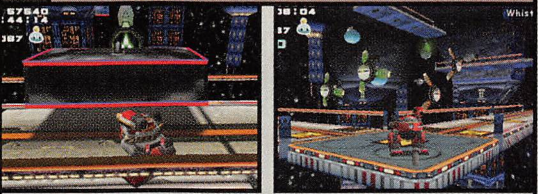
After passing the fourth point marker, you must work your way up another shaft. Break the pyramid on the left-hand platform at the top of this shaft.

12 Cheetah



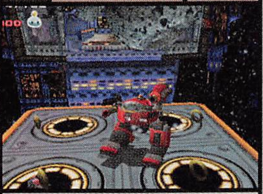
Look on the near edge of the catwalk where the fifth point marker is.

13 Cheetah



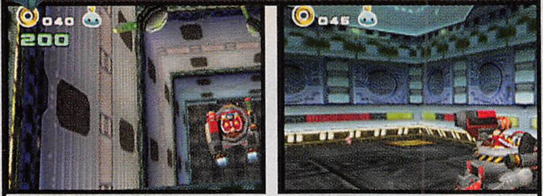
Proceed across a long series of platforms and catwalks after the fifth point marker, and eventually you come to a giant falling weight. Whistle near the pipe on the second platform past that weight.

14 Sheep



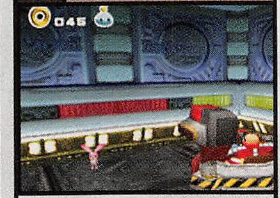
Look on the platform just before the catwalk that leads to the sixth point marker.

Chao Box #3

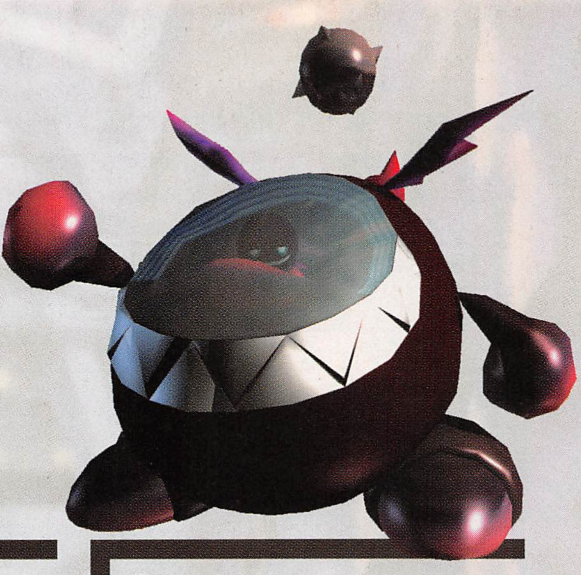


After passing the sixth point marker, you must work your way up another shaft and then descend another. Upon landing, you find the third Chao Box behind you.

15 Rabbit

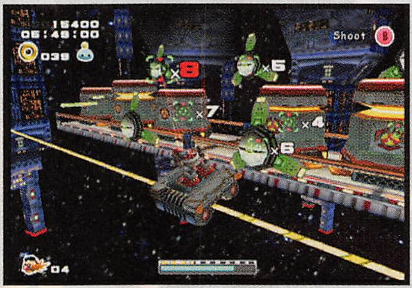


Look in the corner to the right of where you found the last Chao Box.



1st Mission: Get and Confront the Tresspassers

This stage is surprisingly easy and incredibly fun. Thanks to reduced gravity, Dr. Eggman can now hover upwards. Should you hover yourself into a tizzy and get lost, there are handy arrow signs all around to point you in the right direction.



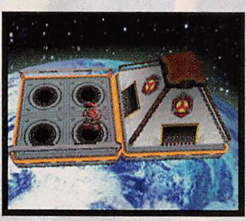
The good doctor may not be able to grind rails in that heavy Eggwalker, but that doesn't mean he should be deprived of such fun. Two platforms like this give him a taste of the experience, and although it's unlikely you'll get hit during the ride, target and destroy as many enemies as possible. There are substantial points to be scored here.

2nd Mission: Collect 100 Rings

There's an abundance of rings in this stage, and if you grab each one as you go, collecting 100 in under a minute and a half shouldn't be difficult.

3rd Mission: Find the Lost Chao

(Mystic Melody Required)



Hover to the catwalk above the second point marker, and destroy the pyramid atop the platform to the right to reveal an ancient shrine. Play your Mystic Melody near the shrine, and a spring appears that bounces you to the first of many platforms you must navigate. Just keep working your way up in the direction of the arrow signs, and you eventually reach a ledge with another pyramid. The lost Chao is hidden inside the pyramid.

4th Mission: Reach the Goal within 8:00

By hovering, you can bypass many intermediate platforms, but be sure to free-fall down shafts rather than hover and mess with enemies. There are opportunities for more than enough points while you're riding the rails.

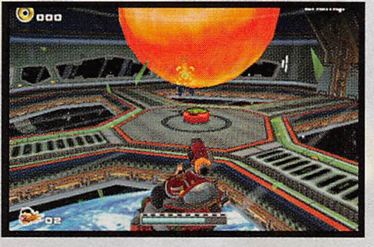
07:28:71
Nice!

5th Mission: Clear Hard Mode

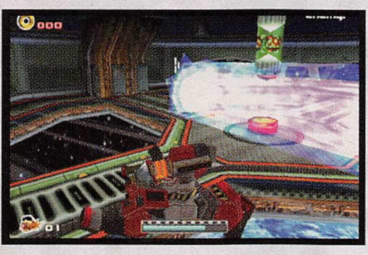
There are a lot more enemies in this mission, and they're quite a bit more proficient. If you maintain a decent supply of rings, however, Dr. Eggman is pretty much invincible here.

Boss: Tails

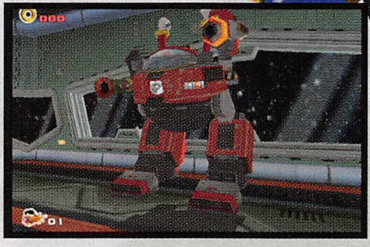
After achieving his greatest triumph, it's time for Dr. Eggman to deal with Tails once and for all. Aside from the conventional methods of attack, you can also blast one of the canisters that arise from the center of the room and try to lure Tails into the explosion. After you score a couple of hits, he may come at you with a flurry of missiles or a huge laser. Just keep moving and try to finish him off before he has a chance to unload his heavy artillery.



Try destroying one of the canisters and luring Tails into the resultant explosion. Doing so inflicts a lot of damage.



If Tails unleashes his huge laser on you, run away and don't stop until he ceases fire. Both this and his missiles move every bit as fast as Eggman, so there's no time to take a breather.



If you picked up the Protection Armor, Eggman's walker will be quite a bit more resilient than Tails'. As such, be aggressive and try to end this battle as quickly as possible.

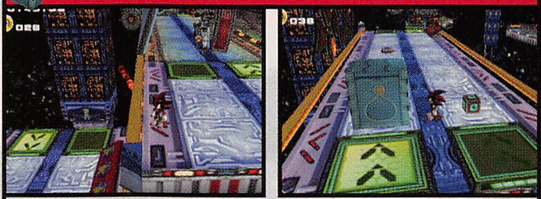
Dark Story

14 Final Chase

Small Animals Found in This Stage:

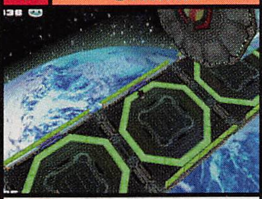
Animal	swim	fly	run	power
Sea Otter	+44	-4	+8	-16
Skunk	+8	+12	+16	+12
Penguin	+36	+12	+8	-24
Tiger	-8	-16	+20	+36
Phoenix	+12	+32	+4	+16

Chao Box #1



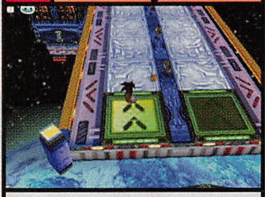
After passing the first point marker and climbing your first vertical drum, you eventually come to a tunnel. Before going through the tunnel, drop down onto the catwalk to your left, and walk toward the screen until you see the first Chao Box.

1 Skunk



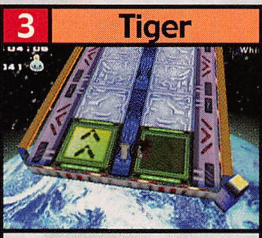
While on the first horizontal drum, jump down onto the platforms directly below.

2 Tiger



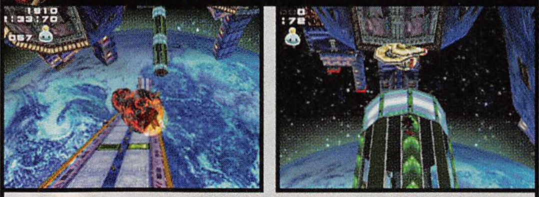
Look near the beginning of the catwalk that follows that first series of three horizontal drums.

3 Tiger



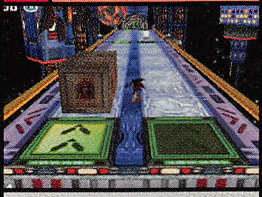
Whistle near the pipe at the beginning of the catwalk that follows the first vertical drum with a spring on top.

Gold Beetle



After passing the second point marker, jump from the top of the hill to the horizontal drum on your right. Walk to the end of that drum, and then jump onto another drum, at the end of which the Gold Beetle appears.

4 Skunk



Run down the hill after passing the second point marker, and break the first wooden crate to your left on the catwalk below.

FINAL CHASE MISSION RANKINGS:

MISSION 1	
A	12000 pts.
B	11000 pts.
C	10000 pts.
D	8000 pts.

MISSION 2	
A	under 1:30
B	under 1:45
C	under 2:00
D	under 2:30

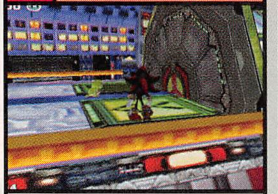
MISSION 3	
A	under 5:15
B	under 5:30
C	under 6:00
D	under 6:30

MISSION 4	
A	11000 pts.
B	10000 pts.
C	9000 pts.
D	8000 pts.

LIMIT - 5:30

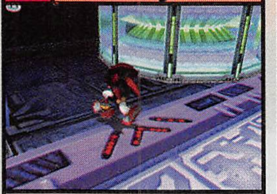
MISSION 5	
A	10000 pts.
B	9000 pts.
C	8000 pts.
D	7000 pts.

5 Sea Otter



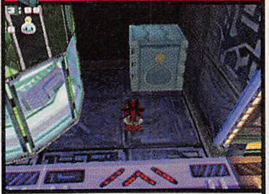
Look at the beginning of the catwalk that follows the next series of horizontal drums.

6 Penguin



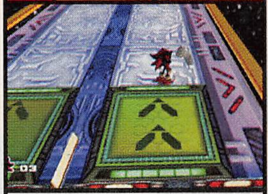
After passing through the third point marker, look in front of the vertical drum to your left.

Chao Box #2



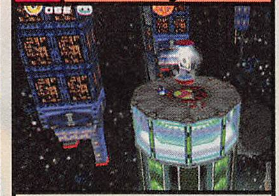
After passing through the third point marker, look in front of the vertical drum to your right to find the second Chao Box.

7 Tiger



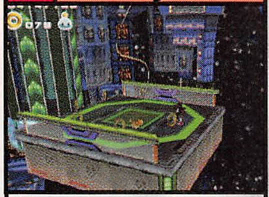
Drop down the blue hole beyond the third point marker, grind the rail, and whistle next to the pipe near the beginning of the subsequent catwalk.

8 Penguin



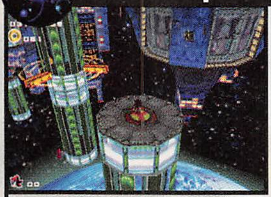
Look on top of the second vertical drum to follow the catwalk where you found the previous animal.

9 Tiger



Look on the platform to the left of the second vertical drum to follow the drum where you found the previous animal.

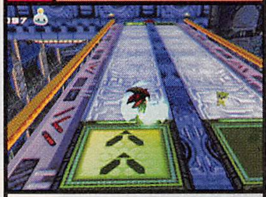
Level-Up Item: Mystic Melody



When near an ancient shrine, press the B Button to play a mysterious melody. You need this item to complete the third mission (Find the Lost Chao) in every stage.

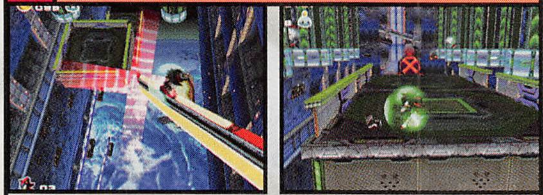
When you reach the next vertical drum (the fifth in the series), instead of leaping to the platform on your left, run up to the very top and then jump to the other vertical drum ahead of you—preferably above the electrical field. Run to the top of that drum to see the Mystic Melody on a platform within jumping distance.

10 Sea Otter



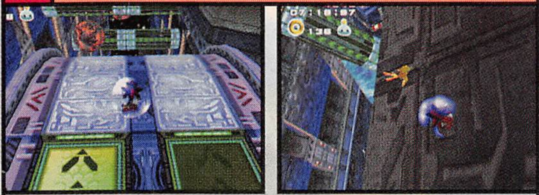
After grinding the rail that follows the fourth point marker and running down the subsequent hill, look near the beginning of the catwalk that you land on.

11 Skunk



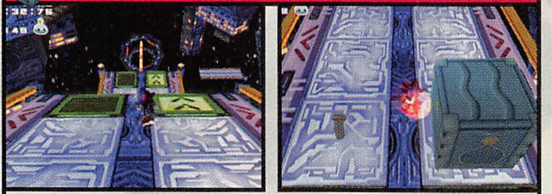
Bounce from the spring at the end of the catwalk where you found the previous animal, then grind from a couple of rails, and you'll land on a small green platform. Jump down to a set of dual green platforms, and look on the near one.

12 Phoenix



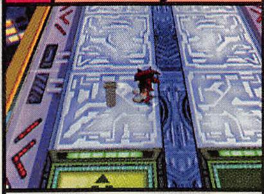
After passing the fifth point marker, you eventually come to the top of a hill with numerous horizontal drums ahead. Jump and homing attack onto the top drum, and then onto the highest one beyond that. From there, you can jump and homing attack onto a ledge on the right, where you find a Phoenix.

Chao Box #3



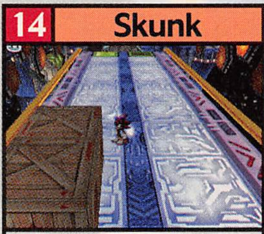
Run down the sloping catwalk that follows those horizontal drums. When you land on a second catwalk, move toward the screen, and you'll find the third Chao Box.

13 Penguin

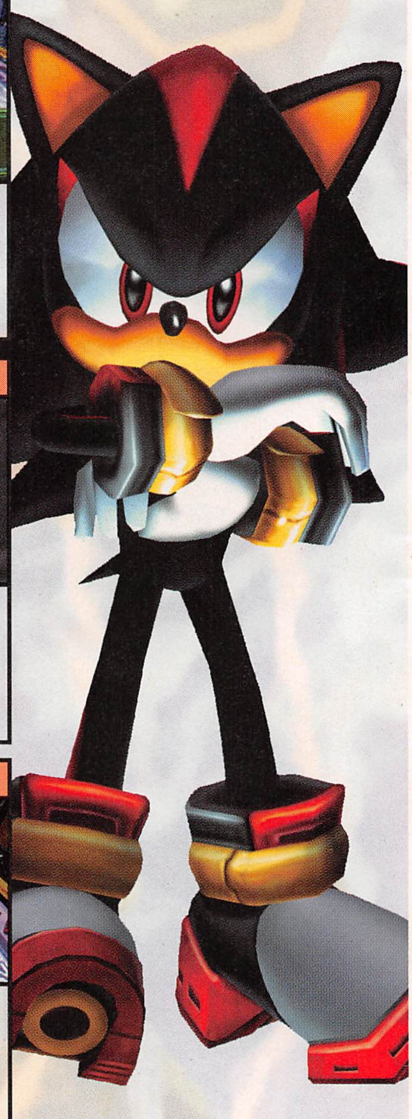


Whistle near the pipe directly to the left of where you found the last Chao Box.

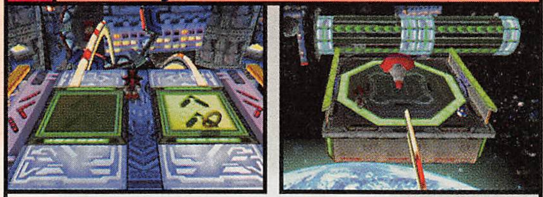
14 Skunk



Grind down the next rail, and upon landing on the subsequent catwalk, break the second crate.

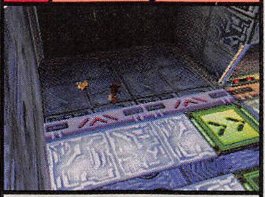


15 Penguin



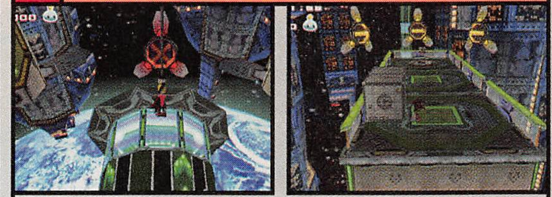
Navigate the two horizontal drums that follow, then take the rail on your left. This leads you to another horizontal drum. Walk along this drum until you see a platform below with a spring on it. Drop down to this platform, but be careful not to hit the spring.

16 Tiger



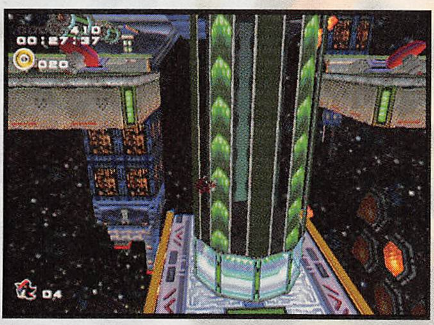
When you emerge in the room with the yellow, red, and blue holes, proceed forward until you drop to a lower level, and then look to your left.

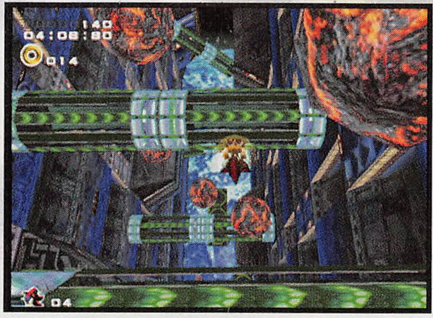
17 Sea Otter



After the sixth point marker, navigate a series of horizontal drums until you reach a pulley. Use the pulley to reach a vertical drum, and then bounce from the spring on top to reach a set of platforms. Break the first iron container on those platforms.

1st Mission: Hurry to the Eclipse Cannon

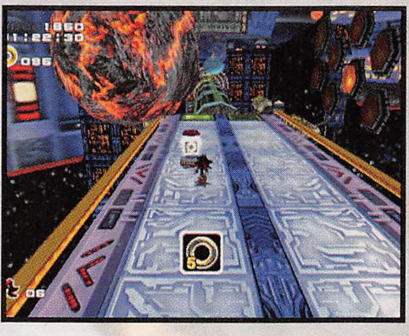




The key to completing this stage is learning how to navigate the cylindrical spinning drums. These new structures come in both vertical and horizontal varieties, and have a slight gravitational pull so that when you approach one, you latch onto it. Once you do, Shadow starts circling the cylinder, but moving along it only requires you to push up or down on the Control Stick. To move from one drum to another, get close enough to be sucked in by the latter's gravity. This sometimes requires you to jump or perform a homing attack toward the target drum. The same goes for transitioning from a drum to a platform, and vice versa.

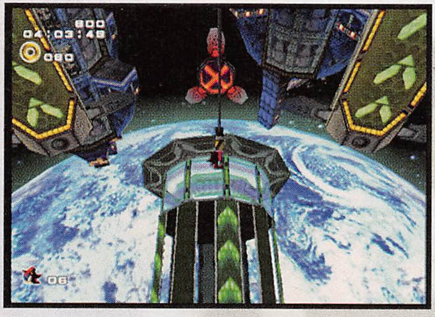
2nd Mission: Collect 100 Rings

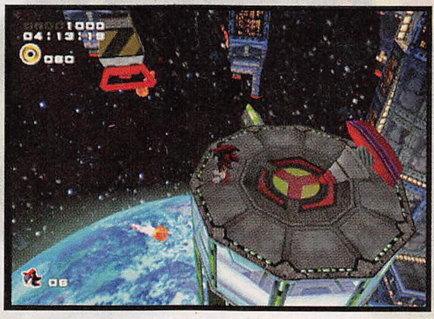
It's counterintuitive, but to complete this mission as quickly as possible, take your time. Even if you must slow down, be sure to grab every single ring; after this item box, there's a bit of a drought. Also, avoid any unnecessary battles.

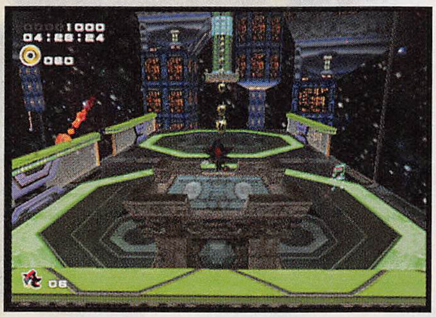


3rd Mission: Find the Lost Chao (Mystic Melody Required)

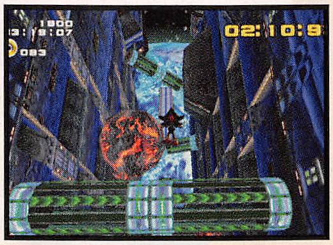
After the sixth point marker, navigate a series of horizontal drums until you reach a pulley. Use the pulley to reach a vertical drum, and then climb to the top. When you get there, instead of bouncing off the spring, grab onto another pulley. It takes you to a platform where the ancient shrine is, and if you play the Mystic Melody, a row of rings appears. Light dash across them to another vertical drum. Work your way up it, and at the top you'll find a pulley that takes you to the lost Chao.

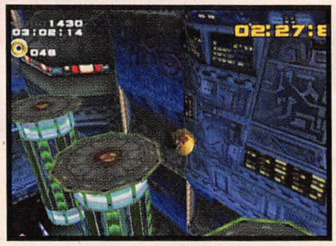






4TH MISSION: REACH THE GOAL WITHIN 5:30

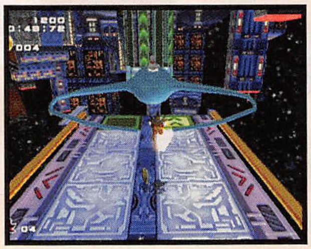


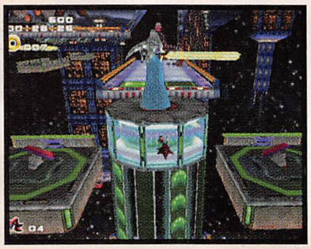


Successful completion of this mission depends on how quickly you can navigate those spinning drums. Jump off of them at the soonest opportunity, and skip over as many of them as possible. For instance, when heading down a steep hill, jump from the top of it and hold forward on the Control Stick to skip substantial chunks of the stage. And as always, don't take any extra time to go after enemies or rings.

5TH MISSION: CLEAR HARD MODE

This mission is quite difficult for a couple of reasons. First and foremost, there are a lot more Artificial Chaos, and their tendrils can reach you from much farther away. Second, there are now enemies waiting at the tops of many of the spinning drums. Also, some of the drums can now only be reached via short rails or floating springs. Proceed with caution and always make precise movements.



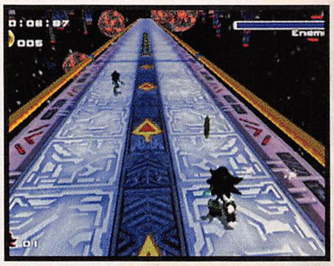


BOSS: SONIC

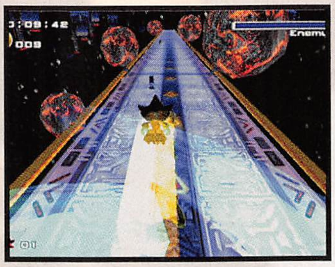
It's time for the final showdown with Sonic. Surprisingly, he doesn't present much of a challenge—the environment you fight in is far more dangerous. Keep running, or the ground will collapse under you, dropping Shadow into the great abyss of space.

To defeat Sonic, begin by simply hitting him with homing attacks. After you've connected two or three times, he starts to jump up and deflect your assault (you can use the same defense whenever he launches a homing attack). The final two hits, therefore, must be scored when he's vulnerable.

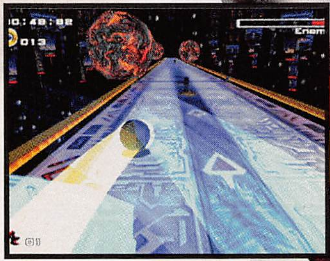
Slow down and let him run up ahead, where he attempts to unleash the Sonic Wind. The brief time he takes to charge this special attack is enough for you to build up a spin dash and take aim. Alternatively, you can rush toward him, attempt to dodge the Sonic Wind, and nail him with a homing attack while he's recovering. Either strategy is effective and should help you finish off the hedgehog in no time.



This path is fairly narrow, so make precise movements and be careful not to fall off.



Let Sonic run a bit ahead of you, and he'll stop to charge the Sonic Wind. Jump as soon as he stops, and once the Wind is unleashed, perform a homing attack to avoid it.



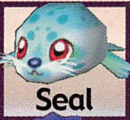
Alternatively, you can charge a spin dash when Sonic stops, and let it rip just before he launches the Sonic Wind.

LAST STORY

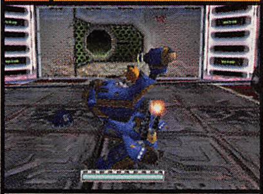
Cannon's Core

🟧 Located in Tails' Section 🟫 Located in Eggmans' Section 🟪 Located in Rouges' Section 🟥 Located in Knuckles' Section 🟦 Located in Sonic's Section

Small Animals Found in This Stage:

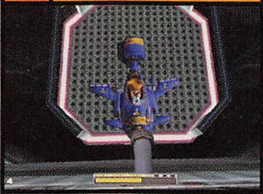
 Seal	swim +40 fly -16 run +0 power +8
Bear	swim +8 fly -16 run +4 power +36
Gorilla	swim -4 fly -8 run +4 power +40
Sea Otter	swim +44 fly -4 run +8 power -16
Raccoon	swim +20 fly +16 run +4 power +8
Phoenix	swim +12 fly +32 run +4 power +16
Boar	swim -4 fly -12 run +32 power +16
Cheetah	swim -8 fly -8 run +40 power +8
Skunk	swim +8 fly +12 run +16 power +12
Condor	swim +20 fly +60 run -24 power +16
Unicorn	swim +16 fly +12 run +36 power +0
Parrot	swim +0 fly +48 run -20 power +4

1 Gorilla



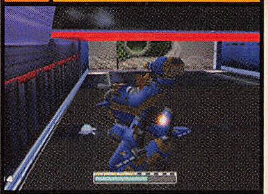
Hit the first time switch and look near the center of the nearby mechanism swinging spiked balls.

2 Seal



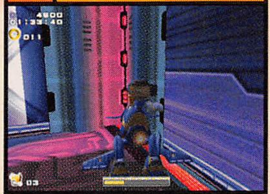
When you get to the exit that leads out into space, drop straight down to the platform below. Once there, whistle near the pipe on the wall behind you.

3 Seal



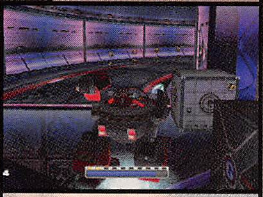
Upon reaching the pair of giant falling weights, shoot the time switch to suspend the first weight in air, and then look underneath it.

4 Gorilla



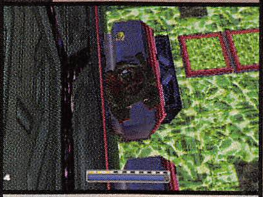
In the room where the exit door is, move up to the ledge on the right, and hit the time switch to suspend the weight. Whistle near the pipe in the weight's shadow.

5 Bear



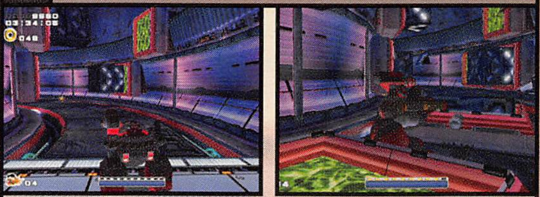
After descending via a pulley, break the iron container to your right in the following hallway.

6 Sea Otter



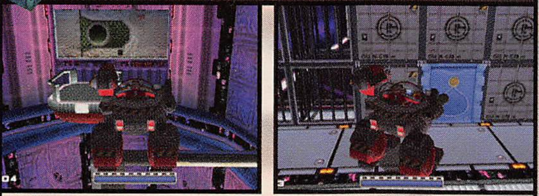
In the first room with the green slime and moving blocks, look on top of the last block portal to the left.

7 Raccoon



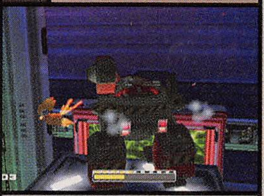
In the hallway that follows the room with the green slime and moving blocks, you'll find a pipe between the two block portals on the floor. Whistle near this pipe.

Chao Box #1



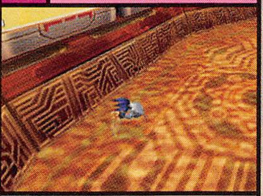
After going through the door that follows the first point marker, you encounter a large gap with a platform in the middle and a door on the other side. The first Chao Box is behind that door, but to reach it, you must jump atop the guardrail in front of you and hover over.

8 Phoenix



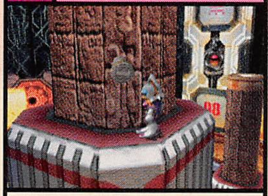
In the last room of Eggman's section, look above the block portal to the right of where you entered.

9 Boar



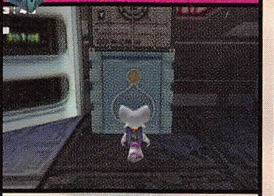
At the bottom of the main room, look near the hole that the water is running into.

10 Cheetah



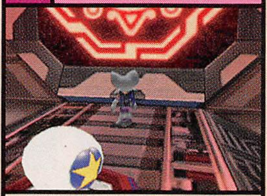
Whistle near the pipe just above the first block on the tallest pillar.

Chao Box #2



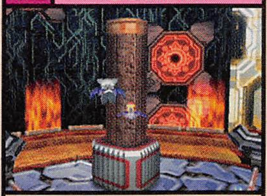
The second Chao Box is in the far left-hand corner of the room where the switch to expose the red button is.

11 Skunk



Whistle at the illuminated red symbol in the wall directly behind the white switch.

12 Condor



Look above the red button after opening its cover. You have to glide from a pillar to reach the animal.

CANNON'S CORE MISSION RANKINGS:

MISSION 1	
A	29000 pts.
B	27000 pts.
C	25000 pts.
D	20000 pts.

MISSION 2	
A	under 3:30
B	under 4:00
C	under 4:30
D	under 5:30

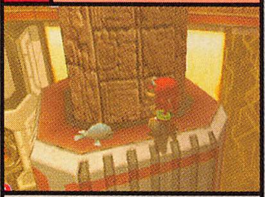
MISSION 3	
A	under 7:30
B	under 8:00
C	under 8:30
D	under 9:00

MISSION 4	
A	29000 pts.
B	27000 pts.
C	25000 pts.
D	20000 pts.

LIMIT - 7:00

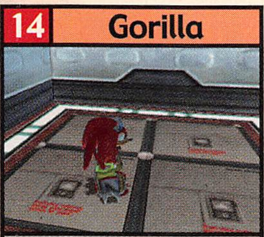
MISSION 5	
A	29000 pts.
B	27000 pts.
C	25000 pts.
D	20000 pts.

13 Seal



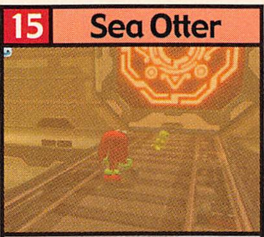
Dive down into the water and look on top of the highest block on the second tallest pillar.

14 Gorilla



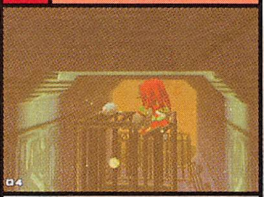
After hitting the time switch on top of the tallest pillar, swim back into the room above and break the iron containers in the floor.

15 Sea Otter



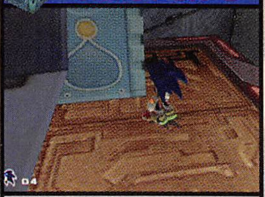
Dive back into the water, swim through the bottom tunnel, and look near the illuminated red symbol at the dead end.

16 Seal



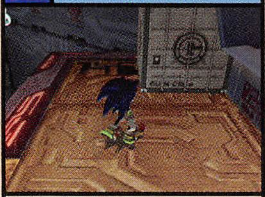
In the tunnel that leads to the red button, look on top of the stack of cages.

Chao Box #3



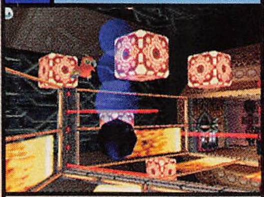
Upon landing from the handrail, turn and walk toward the screen. Find the third Chao Box on the little ledge to your left.

17 Skunk



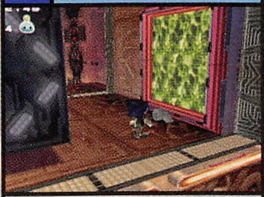
Break the iron containers on the little ledge to the right of where you found the last Chao Box.

18 Parrot



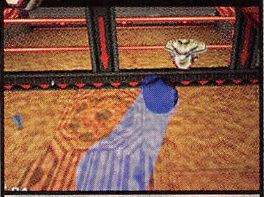
Look above the second time switch. You have to use a bounce attack to reach the animal.

19 Cheetah



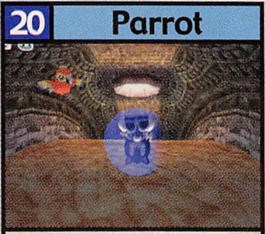
Whistle near the pipe beneath the block portal to the right following the second time switch.

Gold Beetle



Appears just in front of the narrow gate at the end of the room with the shallow rushing water.

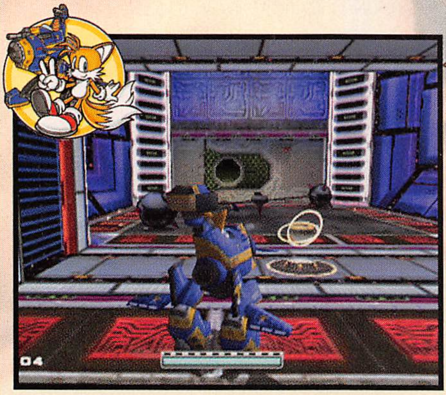
20 Parrot



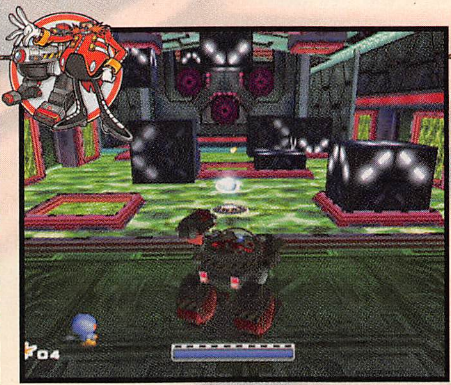
Look in the second snake's mouth on the water slide. You have to jump up to reach the animal.

1ST MISSION: GET TO THE CORE OF THE COLONY

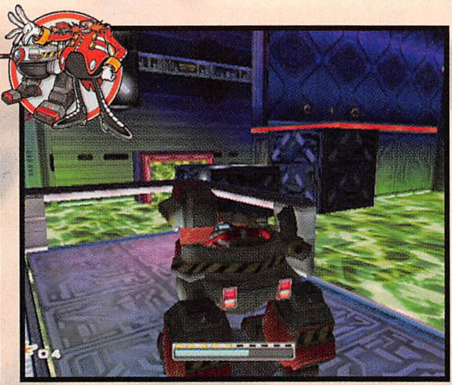
After finishing both the Hero and Dark stories, it's time to tackle the Cannon's Core. This unique final stage has you play as five different characters, starting with Tails. Once you complete one character's section, you immediately move on to the next, with all points, rings, lives, and time expired carried over.



The key to getting past almost all of the traps in this stage is to blast these time switches. They freeze all motion in the room (except yours) for a limited time, allowing you to get by lasers, spiked balls, etc.

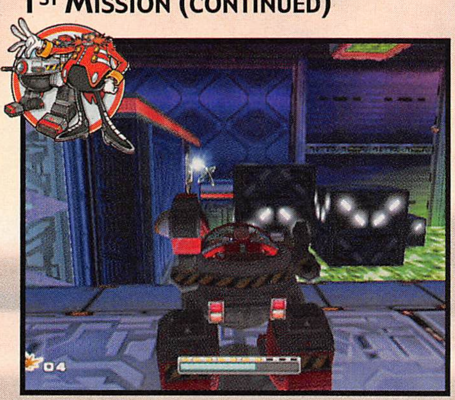


To get past this room, shoot the time switch just as the block to your near right is emerging. Jump on top of it and hover forward from block to block until you get to one with an "X" on it. This takes you to the door out of here.

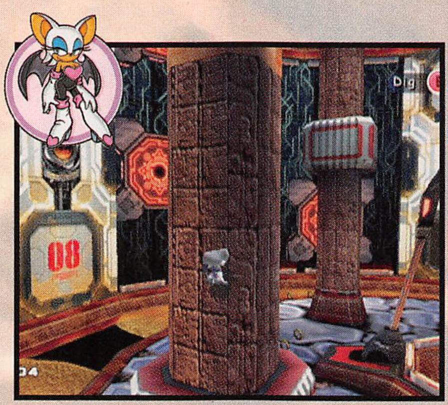


In this room, begin by shooting the time switch when the blocks to your left are lined up to give you stepping stones to the lower platform beyond.

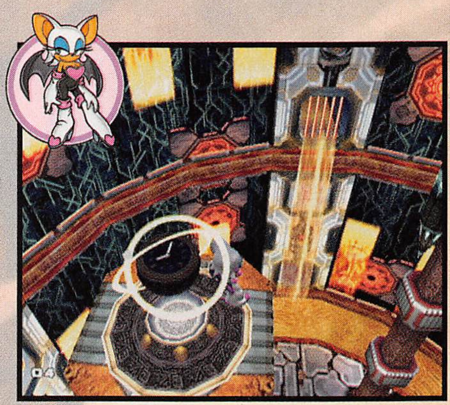
1ST MISSION (CONTINUED)



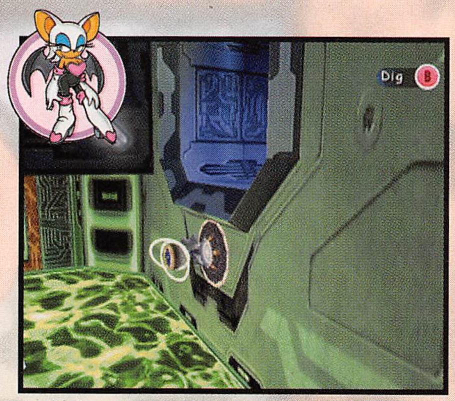
From there, face the switch, and shoot it when the two blocks straight ahead are lined up as steps for you to reach the higher platform.



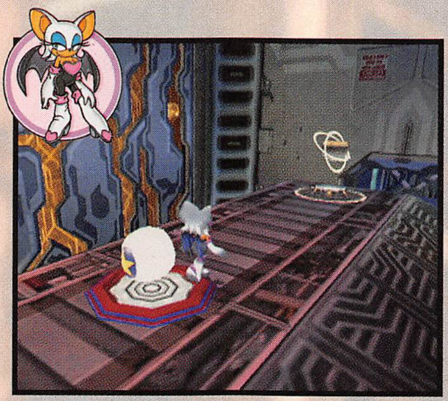
Rather than hunt for treasure in this stage, it's Rouge's job to find the large red button that drains the core. Begin by climbing up these pillars, gliding from one to another as you reach the blocks.



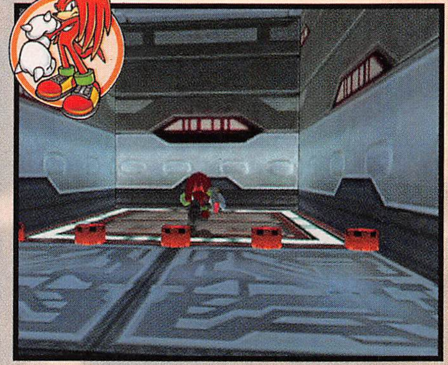
Once atop the highest pillar, hit the time switch, and then glide toward the bottom of the waterfall and through the door behind it.



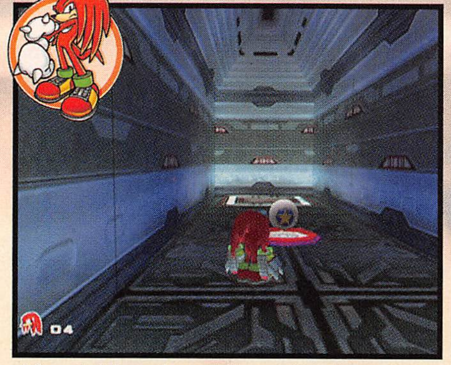
In this room, cling to the wall next to the time switch, and hit it as soon as a block has cleared the tunnel above. Climb into the tunnel and proceed onward.



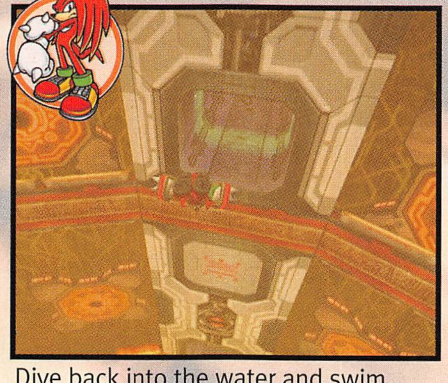
The switch in the next room reveals the large red button. Hit it and work your way back.



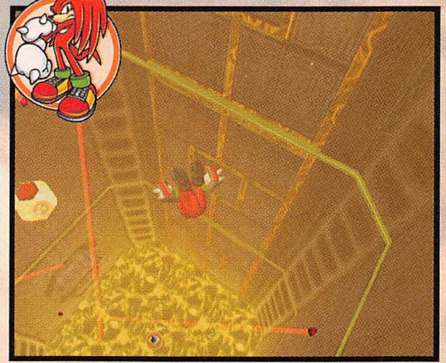
Begin Knuckles's section by swimming down, hitting the time switch, and then running to this nook before the lasers reappear. Smash the iron containers beneath you to reveal a spring that will help you reach the pulley above.



After taking the pulley, hit this switch and then smash the iron containers beyond it to get back down to the room below.

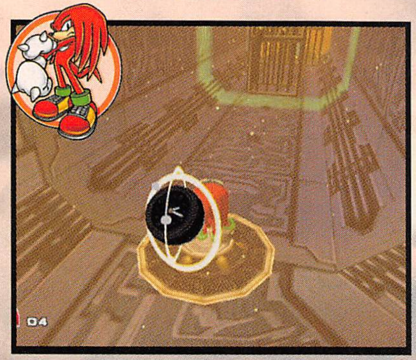


Dive back into the water and swim through this tunnel with the green pulsing lights (not the same one you were in with Rouge). In the next room, you'll find a switch that opens another tunnel straight ahead. To get through, however, you need to hit the time switch above the door behind you.

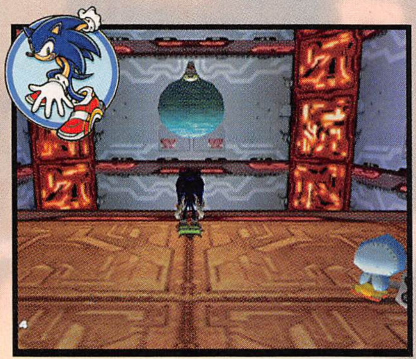


Once you get through, you come to a room filled with lasers. Carefully swim down, and hit the time switch at the bottom to open access to the nearby tunnel.

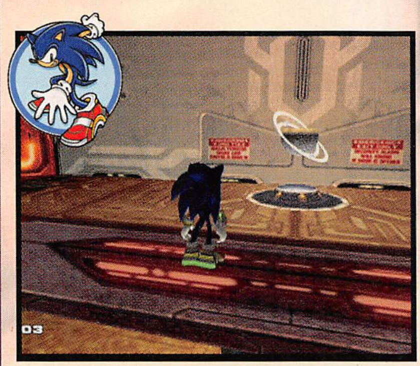
1ST MISSION (CONTINUED)



About halfway through the tunnel, you come across another time switch. Hit it to prevent the current from starting up again. Get through here, and the large red button is in the next room.



There's no floor underneath him, but you must destroy this Artificial Chaos to open the door behind you. The trick is to perform a homing attack, and as you bounce off his head, push down on the Control Stick and press the A Button. Doing so will land you safely on the ledge from which you jumped.

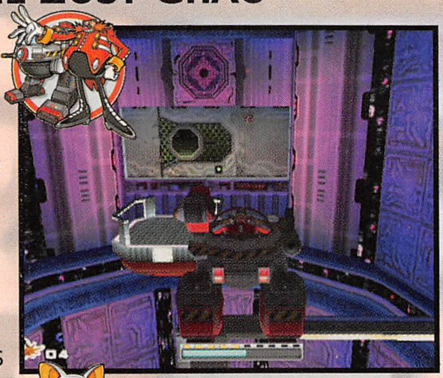


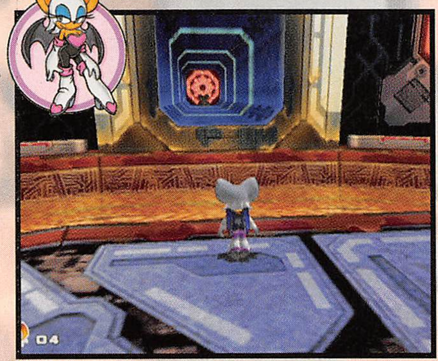
Use Sonic's bounce attack to move across the rushing water and climb onto this ledge. Hit the time switch on it, and then somersault under the gate below.

2ND MISSION: COLLECT 100 RINGS

By picking up every ring along the main path, it's possible to have 100 by the end of Dr. Eggman's section. Just keep firing with both him and Tails to avoid getting hit and losing your rings.

3RD MISSION: FIND THE LOST CHAO





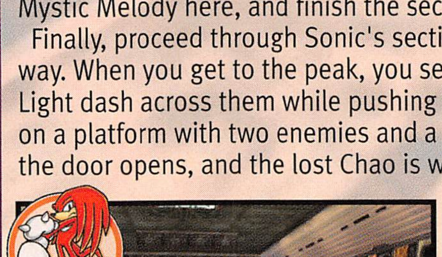
Finding the lost Chao in this stage is a fairly complicated process.

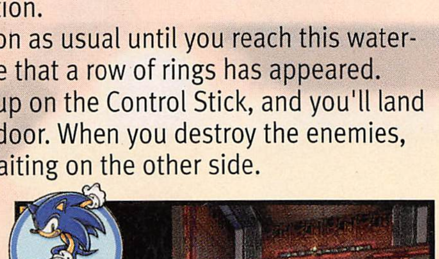
Complete Tails' section as normal, and proceed with Eggman until you come to this gap immediately after the first checkpoint. Rather than jumping onto the floating platform and falling down the shaft as usual, hop up onto the guardrail of the ledge you're on, and hover across to the door on the other side. Blow up the iron containers behind it, and you'll see an ancient shrine straight ahead. Play the Mystic Melody near the shrine, then leave this room and finish the rest of Eggman's section as usual.

In Rouge's section, this tunnel has now opened as a result of Eggman playing the Mystic Melody. Run to the end of the tunnel to find another ancient shrine. Play the Mystic Melody again, and then complete this section as normal.

At the beginning of Knuckles' section, a few new platforms will have appeared if you played the Mystic Melody with Rouge. Follow the platforms up to a pulley, and you'll be taken to yet another ancient shrine. Play the Mystic Melody here, and finish the section.

Finally, proceed through Sonic's section as usual until you reach this waterway. When you get to the peak, you see that a row of rings has appeared. Light dash across them while pushing up on the Control Stick, and you'll land on a platform with two enemies and a door. When you destroy the enemies, the door opens, and the lost Chao is waiting on the other side.

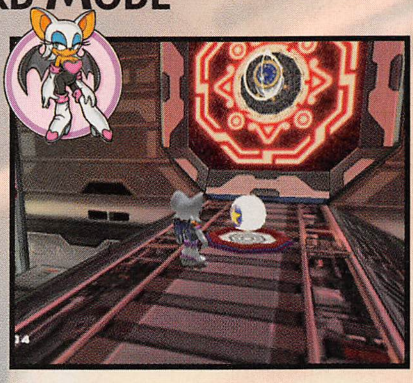




4TH MISSION: REACH THE GOAL WITHIN 7:00

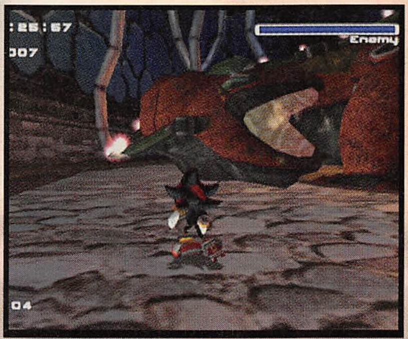
If you don't waste any time messing around with enemies or unnecessary rings, completion of this stage is possible in less than six minutes. To score an A, blast lots of enemies while you're moving with Tails and Dr. Eggman.

5TH MISSION: CLEAR HARD MODE



Aside from the typical increase in enemies, you'll notice that almost every single trap has been slightly modified. Often, time switches have moved or even disappeared. Keep your eyes open, and by this point in the game you should be able to get through anything.

BOSS: THE BIOLIZARD



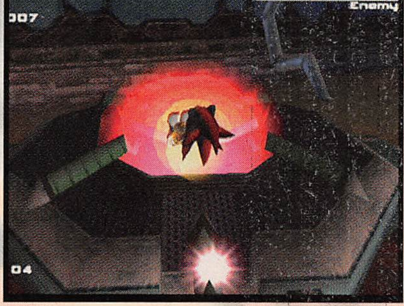
Not to be left out, Shadow takes it upon himself to do battle with the Biolizard. This huge reptile begins by trying to bite you. Run along the circular path ahead of his mouth, but don't run too fast, or he'll switch directions and strike you with his tail. Also, be sure to jump when you see the wood divider to prevent being swept into the water.

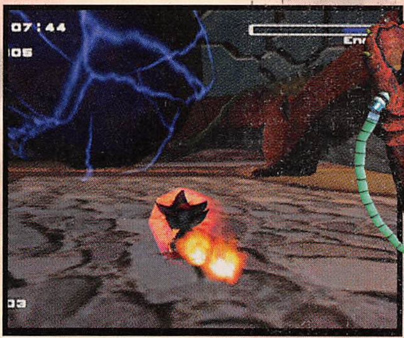
After giving chase for a while, the Biolizard stops to catch his breath, and the pipe running alongside his neck begins to sparkle. Jump onto that pipe and grind up it. Just before you get to the top, jump up and perform a homing attack on his red life-support system. One hit down, five to go.

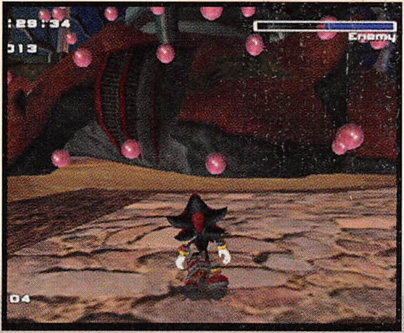
For the next round, things change a bit. He begins by chasing you again, but after he stops moving, he spits energy balls at you. Jump over the low ones and somersault under the high ones. If you get hit, pick up at least one ring so you that can sustain another attack without dying. Once this barrage ceases, the pipe alongside his neck sparkles again. Grind up and nail his life-support system with another homing attack. This pattern repeats once more.

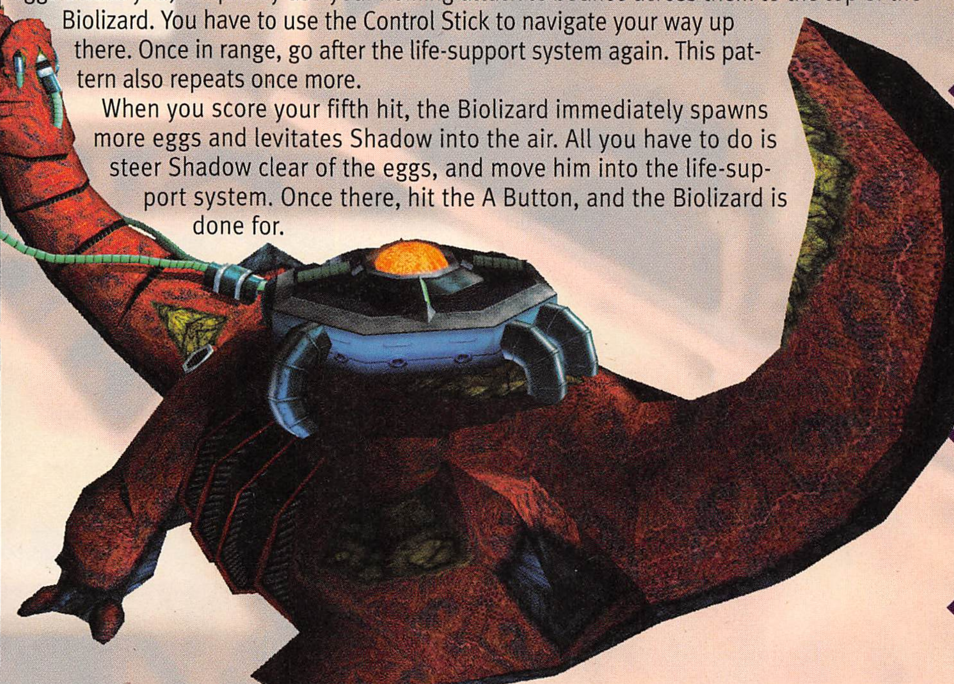
Upon scoring your third hit, the Biolizard throws another surprise into the mix. After he's done chasing you and spitting energy balls, he'll spawn dozens of floating pink eggs. These eggs attack you, so quickly use your homing attack to bounce across them to the top of the Biolizard. You have to use the Control Stick to navigate your way up there. Once in range, go after the life-support system again. This pattern also repeats once more.

When you score your fifth hit, the Biolizard immediately spawns more eggs and levitates Shadow into the air. All you have to do is steer Shadow clear of the eggs, and move him into the life-support system. Once there, hit the A Button, and the Biolizard is done for.



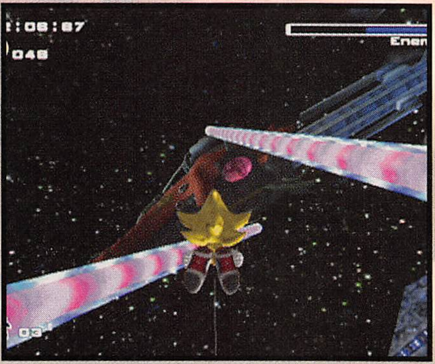






LAST BOSS: THE FINAL HAZARD

Or not. For the final conflict, you alternate between using Sonic and Shadow in their super forms. Use the Control Stick to direct them, press the A Button to make them quickly burst forward and up, and the press the B Button to make them quickly burst forward and down. To damage the Final Hazard, you must slam into his pink swollen areas. Before the first hit, he puts up a defense perimeter of eggs. After that, he fires at you with a sweeping beam, then two beams, and then two beams and eggs. Every time you get hit, you lose rings, and if your ring count drops to zero, you lose a life. Rings are also depleted simply by Super Sonic and Super Shadow moving. If your ring supply should become dangerously low, switch characters by flying under or over the Final Hazard. Utilize some creative maneuvering, and victory will be yours in no time.

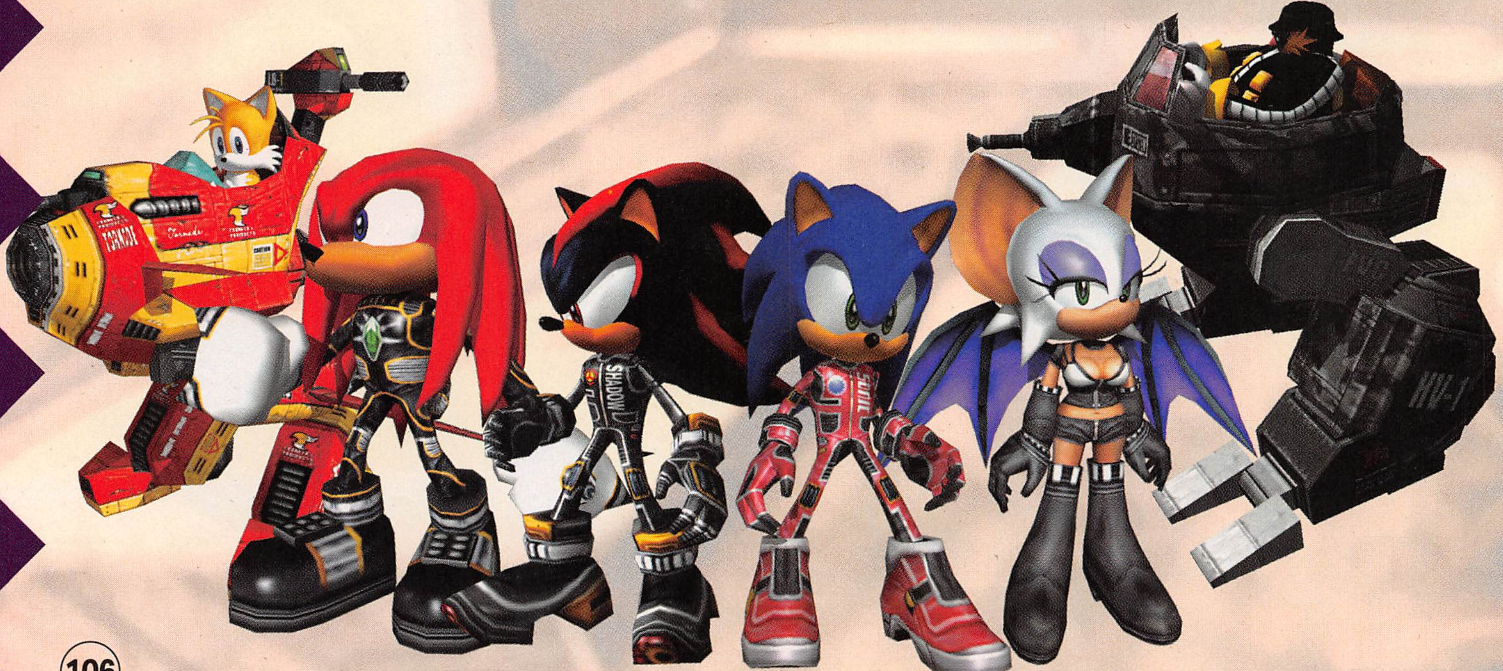


Game Secrets

The story may be over, but there's still plenty to unlock in *Sonic Adventure 2 Battle*. These hidden features include:

HIDDEN COSTUMES

Each character has a second costume that's only accessible once you achieve an A rank in all of his or her missions.. Can you master them all?



Hidden Karts

You can open a hidden kart for each character by collecting all of his or her missions.

HIDE
SPD
ACL
BRK
GRP

HIDE
SPD
ACL
BRK
GRP

HIDE
SPD
ACL
BRK
GRP

HIDE
SPD
ACL
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HIDE
SPD
ACL
BRK
GRP

Hidden Stage – Green Hill Zone

Only the insanely persistent will unlock this 3-D rendition of Sonic's first ever stage. To do so you must collect all 180 emblems! Stock up on food, drink, and toilet paper – it's going to be a long haul. The complete list of emblems is below.

Hero Story

Sonic

1-5: City Escape; Missions 1-5
6-10: Metal Harbor; Missions 1-5
11-15: Green Forest; Missions 1-5
16-20: Pyramid Cave; Missions 1-5
21-25: Crazy Gadget; Missions 1-5
26-30: Final Rush; Missions 1-5
31: All A Rank

Tails

32-36: Prison Lane; Missions 1-5
37-41: Mission Street; Missions 1-5
42-46: Route 101; Missions 1-5
47-51: Hidden Base; Missions 1-5
52-56: Eternal Engine; Missions 1-5
57: All A Rank

Knuckles

58-62: Wild Canyon; Missions 1-5
63-67: Pumpkin Hill; Missions 1-5
68-72: Aquatic Mine; Missions 1-5
73-77: Death Chamber; Missions 1-5
78-82: Meteor Herd; Missions 1-5
83: All A Rank
84: Hero Story Ending

Dark Story

Shadow

85-89: Radical Highway; Missions 1-5
90-94: White Jungle; Missions 1-5
95-99: Sky Rail; Missions 1-5
100-104: Final Chase; Missions 1-5
105: All A Rank

Dr. Eggman

106-110: Iron Gate; Missions 1-5
111-115: Sand Ocean; Missions 1-5
116-120: Lost Colony; Missions 1-5
121-125: Weapons Bed; Missions 1-5
126-130: Cosmic Wall; Missions 1-5
131: All A Rank

Rouge

132-136: Dry Lagoon; Missions 1-5
137-141: Egg Quarters; Missions 1-5
142-146: Security Hall; Missions 1-5
147-151: Route 280; Missions 1-5
152-156: Mad Space; Missions 1-5
157: All A Rank
158: Dark Story Ending

Last Story

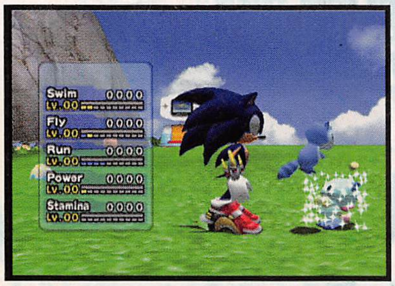
159-163: Cannon's Core; Missions 1-5
164: All A Rank / Ending

Mini Games

166-170: Chao Race
171-174: Chao Karate
175-177: Kart Race
178-180: Boss Attack

RAISING CHAO

Introduced in the first *Sonic Adventure*, Chao are cute little creatures that inhabit the Chao Garden. Raising them can prove quite time consuming, but aside from being a fun diversion, these little guys can also earn you nine emblems.



Entering the Chao Lobby

To access the Chao Lobby, pick up a Chao Key from one of the Chao Boxes in any of the game's stages. Upon completing the stage, you're automatically transported to the Chao Lobby. From there, you'll find the entrance to both the Chao Garden and the Kindergarten.

Hatching Eggs

When you enter the Garden for the first time, you find two eggs. They eventually hatch on their own, but you can expedite the process in one of two ways. The healthy way is to pick up the egg with the B Button and then nuzzle it with the Y Button. The maladjusted way is to pick up the egg and hurl it against the wall. If you chose the latter, this whole Chao thing may not be your cup of tea.

Interacting with Chao

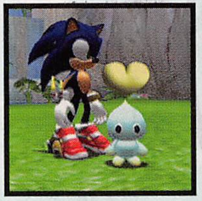
Once the Chao has hatched, you can pet it, pick it up, and give it objects. Petting the Chao once in a while keeps it happy, but don't go overboard or it'll become spoiled and lazy. Pick up the Chao when you want to take it to the Kindergarten or Chao Stadium (more on those later), but stop moving before you set down the Chao; otherwise you'll throw it.

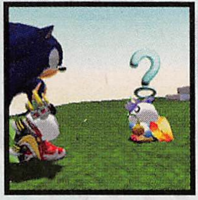
To raise a Chao and increase its stats, you must give it animals, Chaos Drives, and fruits. To do so, simply pick up the object and walk to the Chao—the little guy will take it from you automatically.

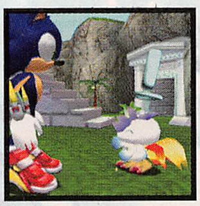
Increasing Chao Attributes

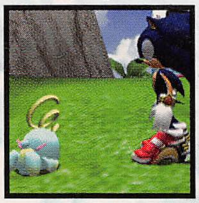
Each Chao has five attributes: Swim, Fly, Run, Power, and Stamina. Each of these attributes starts out at zero, and increases or decreases depending on what you give the Chao. Decide what kind of Chao you want to raise, and then, using the charts in this section, give it the appropriate objects. Any animals or Chaos Drives you picked up in the last stage are automatically brought with you into the Garden, but you must purchase fruits from the Black Market or shake them from trees.

Chao Moods


The Chao is happy and loves you.

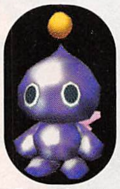

The Chao is curious about something.

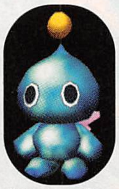

The Chao is surprised by something.

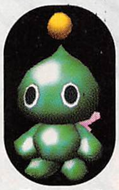

The Chao is unhappy and feeling unloved.

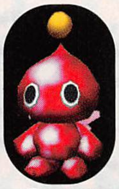
Importing Exotic Chaos

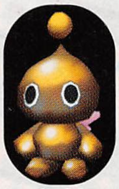
All of the Chaos you'll find in the Chao Garden are exactly the same. If you want to start with a Chao with a little more character, like the ones shown here, you'll need to acquire it as an egg in the Game Boy® Advance version of the game and import it. If you're determined to collect them all, you'll need to spend a lot of time swapping eggs or get a few friends in on it, because certain Chao varieties are extremely rare. Good luck!

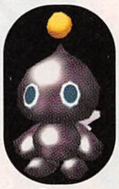

Amethyst

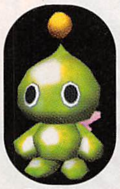

Aquamarine

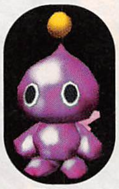

Emerald

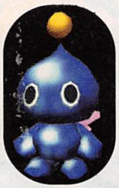

Garnet

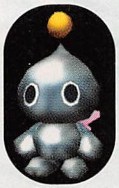

Gold

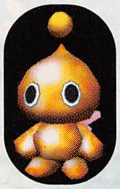

Onyx


Peridot


Ruby


Sapphire


Silver


Topaz

Animals

	SWIM	FLY	RUN	POWER	STAM.	MOOD
PENGUIN	+36	+12	+8	-24	+0	+1
SEAL	+40	-16	+0	+8	+0	+1
OTTER	+44	-4	+8	-16	+0	+1
RABBIT	+0	+8	+40	-16	+0	+1
CHEETAH	-8	-8	+40	+8	+0	+1
BOAR	-4	-12	+32	+16	+0	+1
BEAR	+8	-16	+4	+36	+0	+1
TIGER	-8	-16	+20	+36	+0	+1
GORILLA	-4	-8	+4	+40	+0	+1
PEACOCK	+12	+48	-16	-12	+0	+1
PARROT	+0	+48	-20	+4	+0	+1
CONDOR	+20	+60	-24	+16	+0	+1
SKUNK	+8	+12	+16	+12	+0	+1
SHEEP	+8	+8	+16	+16	+0	+1
RACCOON	+20	+16	+4	+8	+0	+1
HALF-FISH	+32	+0	+8	+24	+0	+1
SKEL. DOG	+8	+8	+32	+16	+0	+1
BAT	+8	+40	+8	+8	+0	+1
DRAGON	+20	+4	+8	+32	+0	+1
UNICORN	+16	+12	+36	+0	+0	+1
PHEONIX	+12	+32	+4	+16	+0	+1

Chaos Drives

	SWIM	FLY	RUN	POWER	STAM.	MOOD
YELLOW	+24	+0	+0	+0	+0	+1
GREEN	+0	+0	+24	+0	+0	+1
RED	+0	+0	+0	+24	+0	+1
PURPLE	+0	+24	+0	+0	+0	+1

Fruit (GC)

	SWIM	FLY	RUN	POWER	STAM.	MOOD
HERO	+0	+0	+0	+0	+40	+1
DARK	+0	+0	+0	+0	+40	+1
MARU	+0	+0	+0	+0	+40	+1
SANKAKU	+0	+0	+0	+0	+40	+1
SIKAKU	+0	+0	+0	+0	+40	+1
HEART	+0	+0	+0	+0	+40	+1
CHAO	+50	+50	+50	+50	+50	+1

These fruits are from trees, or can be bought in the Black Market.

Fruit (GBA)

	SWIM	FLY	RUN	POWER	STAM.	MOOD
FRUIT A	+30	-20	-20	+30	+10	+1
FRUIT B	+20	+50	-10	-10	+30	+0
FRUIT C	+40	-30	+40	-30	+20	+2
FRUIT D	+0	-10	+30	+40	+20	-1
FRUIT E	-20	+30	+30	-20	+10	+1
FRUIT F	-30	+40	-30	+40	+20	+2
FRUIT G	+30	+10	+30	+20	-50	-3

These fruits can be found in the Game Boy Advance version.

Spooky Ghost Chaos

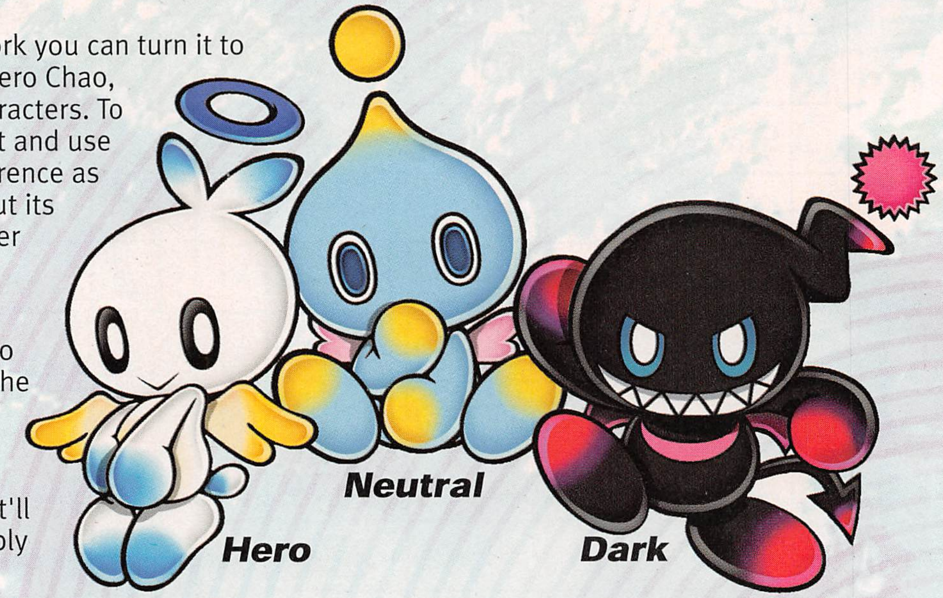
As you can see, the Half-Fish, Skeleton Dog, and Bat are powerful animals that grant good bonuses to Chao; and only the Skeleton Dog takes any traits away. But if you use them too much, strange things will happen. A Chao raised from too many Half-Fishes will have its little antenna thing burst into flame! A Chao raised by bats could lose its feet altogether, and turn into a floating ghost. The Skeleton Dog effect is even stranger. If you enter the Chao Garden as Knuckles or Rouge, you can dig up a pumpkin or skull (depending on the garden). A heavily Skeleton Dog-influenced Chao will put these items on its head! All of these effects can be reversed if you introduce the bewitched Chao to a new, non-paranormal animal.

Chao Allegiance

A Chao is born neutral, but with a little work you can turn it to either the heroic or dark side. To raise a Hero Chao, feed it lots of Hero Fruit and use Hero characters. To raise a Dark Chao, feed it lots of Dark Fruit and use Dark characters. You'll notice a color difference as the Chao becomes more heroic or dark, but its allegiance won't officially change until after the Chao's first metamorphosis.

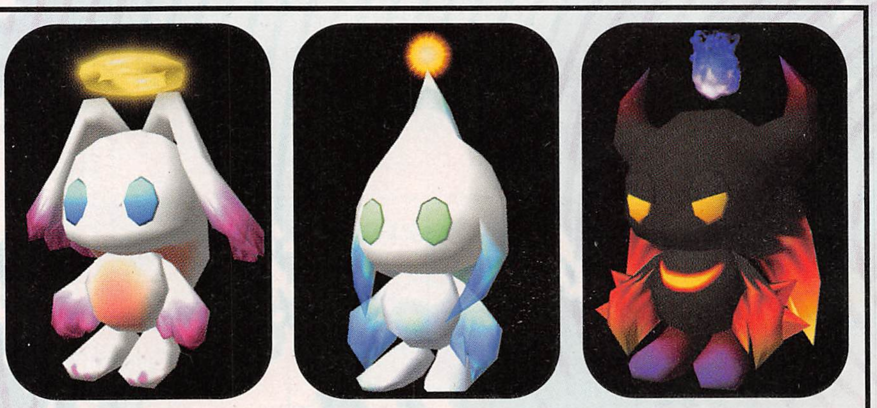
Chao Metamorphosis

After you spend sufficient time with a Chao and raise its attributes to a certain level, the little guy begins a metamorphosis. A cocoon forms around the Chao, and you won't be able to interact with it for a little while. Once the Chao emerges, however, it'll sport a new look and maturity (and possibly allegiance).



Raising a Chaos Chao

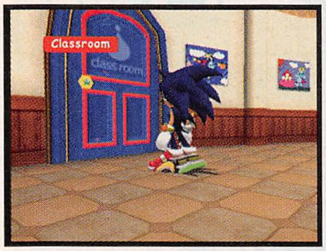
There is an apex to Chao evolution, although few people will ever see the ultimate Light Chao, Hero Chao, and Dark Chao. To raise these supreme Chao beings, you'll need a Chao who has gone through a metamorphosis at least twice. Give it one of every animal to play with, and when it next emerges from its cocoon, it will be an immortal Chaos Chao. (This will not work if your Chao dislikes you.)



ChaoKindergarten
KINDERGARTEN

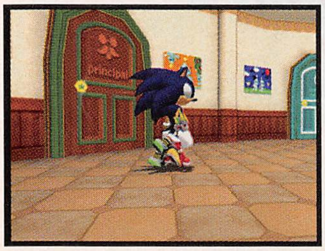
Kindergarten

Accessible via the Chao Lobby, the Kindergarten is where you and your Chao go to learn and to buy fruits, seeds, and other items.



Classroom

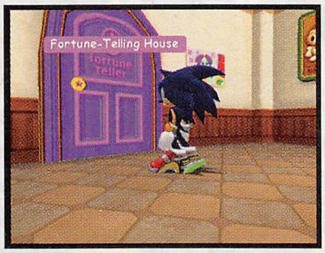
A new lesson is offered in the classroom every 30 minutes. Drop your Chao off for 10 minutes to have it learn that particular skill. Skills range from drawing to singing to Go-Go dancing.



Principal's Office

The Kindergarten's principal, Professor Chao, is an encyclopedia of Chao knowledge. He can provide you with a wealth of useful information on a variety of topics. Make this one of your first stops.

Fortune-Telling House



The fortuneteller won't tell your fortune (funny that), but she will offer to name your Chao. If you're unhappy with the name she chooses, keep trying until you're satisfied, or simply name the Chao yourself.

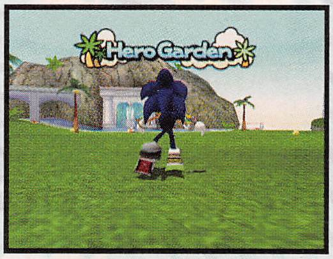
Black Market

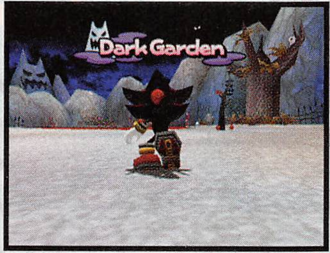
The Black Market is where you can spend all of those rings you've collected. You can buy fruits, seeds, masks for your Chao to wear, and various other goods. Some items only become available once you've collected a certain number of emblems, however.

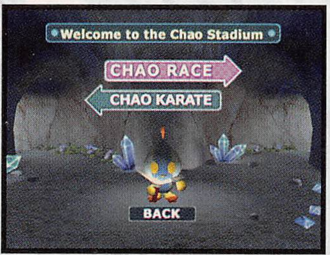
Black Market

Gardens of Heroism and Darkness

Once you've raised a Hero Chao, the entrance to the Hero Garden appears in the Chao Lobby. Likewise, once you've raised a Dark Chao, the entrance to the Dark Garden appears in the Chao Lobby. It's much easier to raise additional Chao of these allegiances in their corresponding Gardens. You can raise eight Chao in each Garden, for a grand total of 24 Chao.

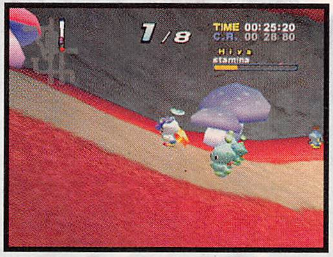






Chao Stadium

The Chao Stadium is where you bring your Chao to engage in physical competition against its peers. To enter the Stadium, pick up a Chao and walk through the cave under the waterfall in the Chao Garden.

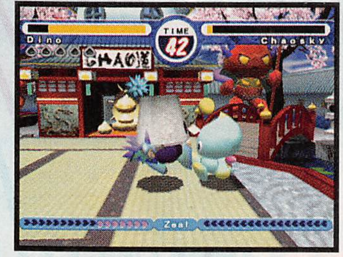


Chao Races

Races test your Chao's abilities, and each race focuses on one attribute. During a race, you can encourage your Chao by pressing the A Button to give them a temporary boost of speed, but doing so depletes their Stamina bar. Once that bar is empty, your Chao will slow down dramatically.

At first, there are only four Beginner courses available, each with three races. If a Chao wins all three races on a given course, it's rewarded with a toy. If a Chao wins every race on every course, it's rewarded with a medal, you're rewarded with an emblem, and the Jewel and Challenge courses become available.

To open the Hero and Dark courses, you must win every Beginner race and raise both a Hero and a Dark Chao. Only a Hero Chao may enter a Hero race, and only a Dark Chao may enter a Dark race.



Chao Karate

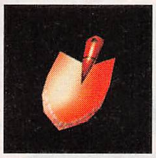
The Chao form of martial arts is fairly tame, but that's probably for the best. Anything more violent involving these cute little critters could be downright disturbing. The competitors punch and kick each other until one of them falls off the stage or runs out of stamina and starts crying. As with the races, success is mostly dependent on your Chao's attributes—specifically Power and Stamina. There is a way, however, that you can lend a helping hand. At the bottom of the screen is your Chao's Zeal meter, which slowly empties as the fight progresses. When the meter gets too low, the Chao will sit down and cease fighting. That's when you lay into the A Button like a madman. The more quickly you press the button, the faster the meter will refill. Once it's full again, the Chao will resume fighting. That's as interactive as Chao karate gets.

Chao Racing Prizes

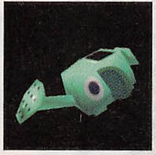
Beginner's Races:

Complete all of these courses to receive the **Kid's Medal**. Complete them at all three difficulty levels to earn an **Emblem**. Additional prizes include:

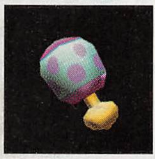
Crab Pool



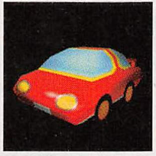
Stump Valley



Mushroom Forest



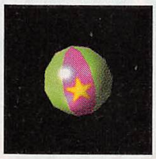
Block Canyon



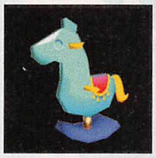
Hero and Dark Races:

Unlock these courses by revealing the Hero and Dark Gardens and completing the Beginners' Courses. They'll net you the **Hero Medal**, **Dark Medal**, an **Emblem** each, and the following prizes.

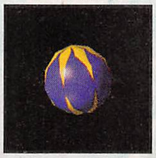
Hero Level 2



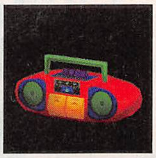
Hero Level 4



Dark Level 2



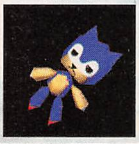
Dark Level 4



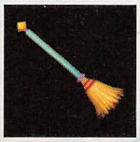
Jewel Races:

The Jewel and Challenge races are unlocked when you clear the Beginner's Races. Each of these five-level races offer up a toy and a **Jewel Medal**. Beat them all for an **Emblem**.

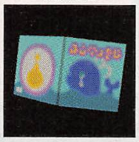
Aquamarine Race



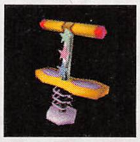
Topaz Race



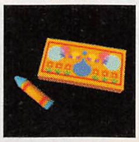
Peridot Race



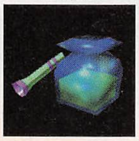
Garnet Race



Onyx Race



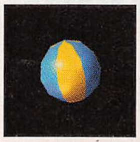
Diamond Race



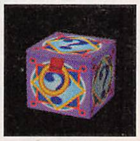
Challenge Races:

This 12-level race offers a few toys, a **Gold Medal**, and the final Chao Race **Emblem**.

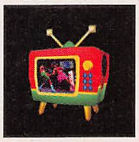
Challenge Level 4



Challenge Level 8



Challenge Level 12



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ART GUY
TIM DAVIS

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CASEY LOE

TINY CHAO GARDEN STRATEGY BY
JIM MAZUREK

CEO
MATTHEW TAYLOR

PRESIDENT
LEN CICIRETTO

VP OF EDITORIAL AND ASSOCIATE PUBLISHER
HOWARD GROSSMAN

MANAGING EDITOR
PATRICK CUNNINGHAM

PRODUCTION DIRECTOR
PETER DISCOE

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PATRICIA LEIGH

SALES ASSISTANT
KAY SMITH

ACCOUNTING ASSISTANT
TONYA ROOPE

ADMINISTRATIVE ASSISTANT
JACQUE DAVIDSON

ADMINISTRATIVE ASSISTANT
TERRY ADAMS

CORPORATE ADVISOR
PATRICK J. FERRELL

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TELL US WHAT YOU THOUGHT OF THIS BOOK!

E-MAIL: SONIC@VERSUSBOOKS.COM
WEB: WWW.VERSUSBOOKS.COM
SNAIL MAIL: SONIC C/O VERSUS BOOKS
PMB #404
2532 SANTA CLARA AVE.
ALAMEDA, CA. 94501-4634

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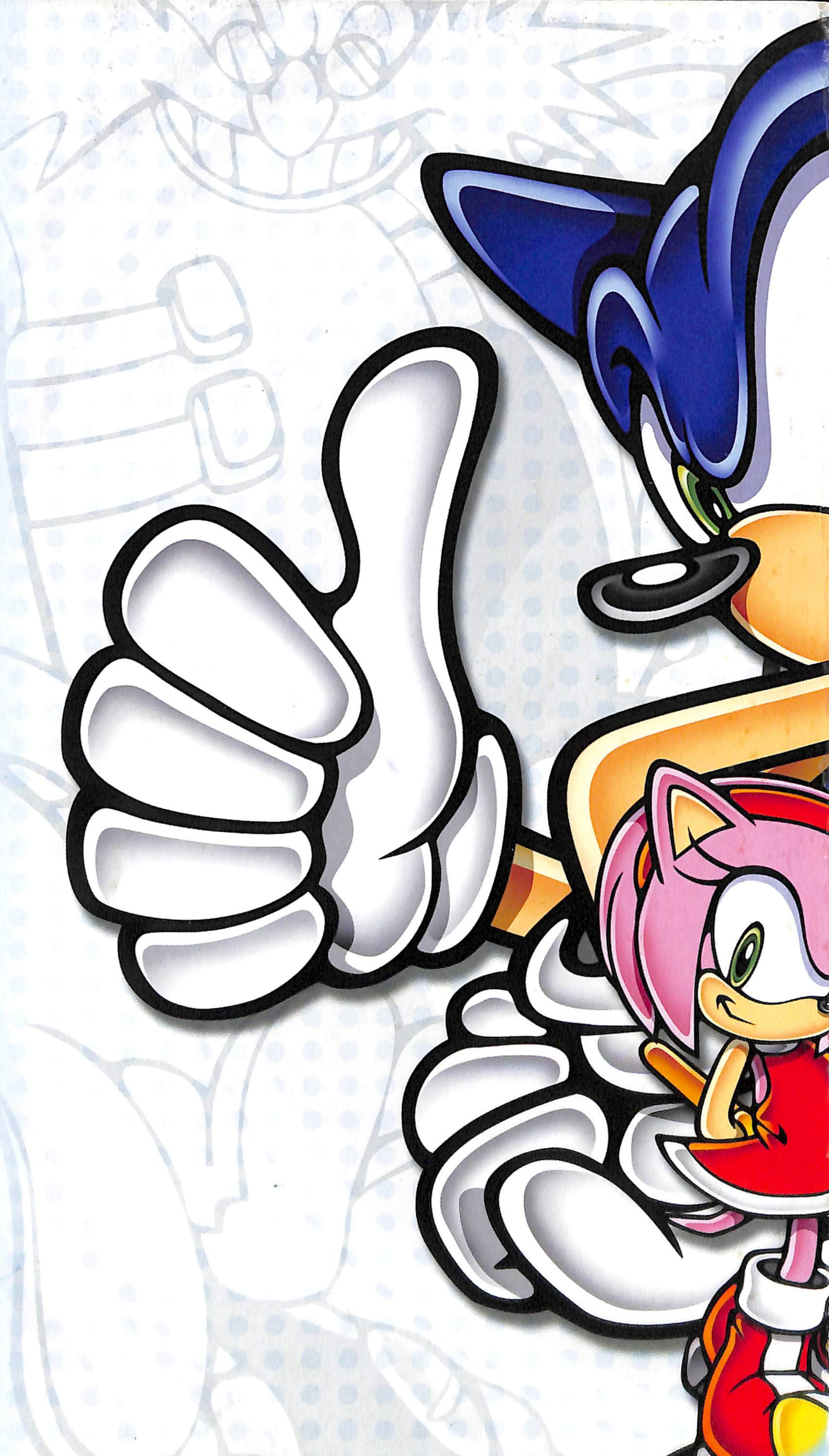

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SONIC ADVANCE™

Table of Contents

Introduction

- ▸ THE CHARACTERS 02
- ▸ TIPS & TECHNIQUES 04

Main Strategy

- ▸ NEO GREEN HILL 06
- ▸ SECRET BASE 10
- ▸ CASINO PARADISE 14
- ▸ ICE MOUNTAIN 18
- ▸ ANGEL ISLAND 22
- ▸ EGG ROCKET 26
- ▸ COSMIC ANGEL 28
- ▸ X-ZONE 30
- ▸ MOON ZONE 30
- ▸ SECRETS 32

Bonus Features

- ▸ VERSUS MODE 34
- ▸ TINY CHAO GARDEN 36

The Characters

Sonic the Hedgehog

- Sonic is a good character for beginners, and is probably the third best character overall, right behind Tails and Knuckles. The only reason he isn't as good as either of those characters is because of his substandard special abilities. What he lacks in special abilities however, he makes up for in pure speed and ease of control. This is why we recommend Sonic for beginners, or for players who just want to complete the levels with none of that "fancy stuff" that Tails and Knuckles have a lot of.
- In Vs. Mode, Sonic is the fastest character to complete levels with. If you're running the Race Mode, be *sure* to pick Sonic for the easy win.
- As a side note, Sonic can go into Ball Mode to take full advantage of the various loops and springs placed throughout the stages.

Sonic's Moves

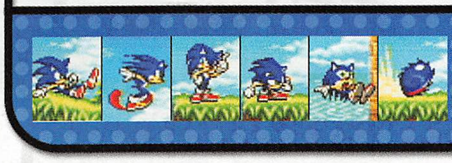
Spin Dash *(Down + A)*
This move is used to get a supercharged launch from a standstill.

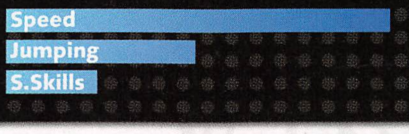
Jump Dash *(In the air, Right, Right)*
We found this move to be awkward, although it does get a bit of extra length out of your jump.

Somersault/Slide *(B, B, B)*
This special is most useful when you need to attack horizontally.

Ball Mode *(Down)*
Being able to morph into a ball is one of Sonic's fastest and easiest moves.

Insta-Shield *(A, A)*
Sonic's most useful special ability, this works as a shield to absorb hits while you're in the air.





Miles "Tails" Prower

- Tails is the best character overall, mostly because his flying ability lets him get out of even the most difficult of situations. Instead of having to hit some tricky spring loop combo and then launch off a ramp, Tails can simply fly up to the ledge with the push of a button. After playing Tails for a few levels, you'll see why the ability to fly is borderline cheating.
- Tails' ability to swim only adds to his already perfect mobility. His lack in running speed is more than made up with the ability to "doggie paddle" through the water, thereby reducing the number of times you need to scramble around looking for air.
- His Tail Attack isn't very swift, but it does serve its purpose. Sometimes it's just more convenient to whip out your tail and smack something than it is to move around and try to jump on it.

Tails' Moves

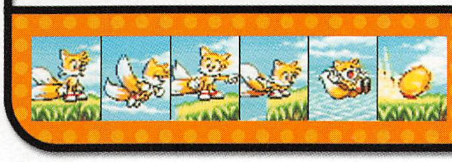
Spin Dash *(Down + A)*
Just like with Sonic, this move is used to get a super speed boost in Ball Mode.

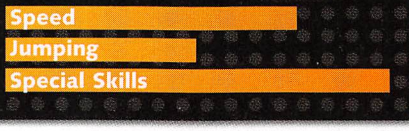
Swimming *(In water, A)*
The ability to swim underwater is unbelievably useful. You'll never drown with this.

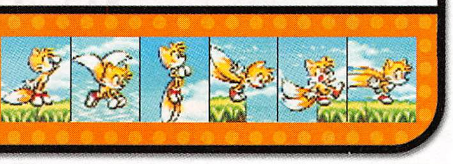
Ball Mode *(Down)*
This move also works just like Sonic's. Crouch into a ball and move!

Tail Attack *(On ground, B)*
An excellent attack, this one is used to take out enemies or to crack open boxes.

Propeller Flying *(A repeatedly)*
After a regular jump, Tails can fly in the air with this move. Tails gets only eight seconds of continuous flying before he gets tired.







The Characters

Knuckles' Moves

Spin Dash *(Down + A)*
Just like the two characters before him, Knuckles can charge up his rolls.

Dash Glide *(In the air, A)*
More like a super-extended double jump, this special move is *very* useful.

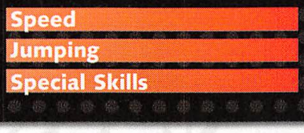
Swimming *(In water, A)*
Although not nearly as proficient as Tails, Knuckles can swim a little bit.

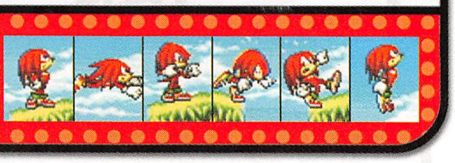
Climbing *(Control Pad)*
If you grab onto a flat wall or ledge, you can climb all the way up and over it.

Punch Combo *(B, B, B)*
Execute one punch at a time, or hit the combo. These are great moves to take out enemies both vertically and horizontally.

Knuckles
the Echidna

- Simply said, Knuckles would be the best character in the game if it weren't for Tails' ability to fly. His Dash Glide, Punch Combo, and Climbing ability make him so well rounded that he excels in almost every single zone. He is semi-advanced on the control end, due to the fact that his Dash Glide and Climbing ability take some getting used to.
- Knuckles' Punch Combo is great for clearing enemies both vertically and horizontally. His Dash Glide can also be used as an attack, but you just have to make sure you time it correctly so as not to *land* on the enemy, but rather *ram* into the enemy.
- Knuckles' Climbing ability is simply awesome, and it enables him to search areas that are non-explorable with any of the other characters.





Amy's Moves

Hammer Attack *(B)*
Amy's basic attack is very slow, although useful in certain situations.

Hammer Jump *(Down + B)*
This super jump allows Amy to reach high ledges, cliffs, and platforms with ease.

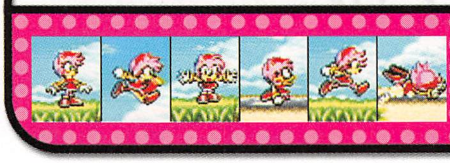
Giant Step *(Down + A)*
Since Amy can't go into a Spin Dash, this is her only way to build up speed.

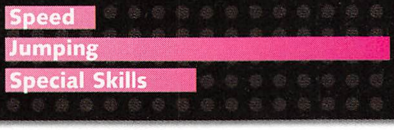
Sliding Attack *(Down + A, B)*
This attack is swift, but hard to pull off on demand.

Hammer Whirl *(In air, Down + B)*
Amy's *best* overall move, you'll use this on every boss, and every enemy that gives you trouble.

Amy
Rose

- Amy is the most different and "advanced" of the four characters. Since she is the only one of the four characters that doesn't use Spin Dashes or Ball Mode, you may be at a loss for what to do in certain situations. Just remember that she relies on her Piko Piko Hammer, and you'll do fine.
- Amy's Giant Step is the most useful movement ability she possesses. Instead of charging up a Spin Dash, Amy relies on this move to get her going.
- The Hammer Whirl is the staple offensive move in Amy's arsenal. Since she doesn't turn into a ball when she jumps, you NEED to execute this move to damage enemies when you jump on them. If you don't, Amy will sustain damage.



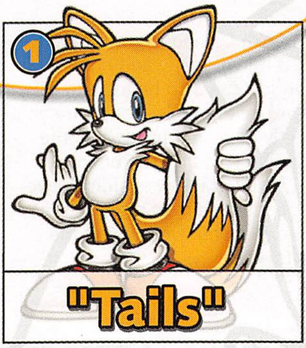


Tips & Techniques

CHARACTER CONTROL

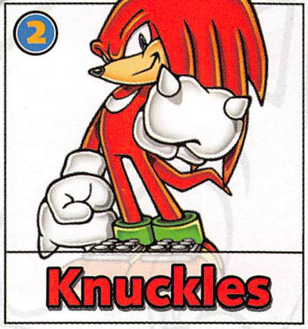
When all is said and done, this game is really ALL about character control. How well you jump, run, and attack makes all the difference. And since the game is in 2-D, it's a throwback to the 8- and 16-bit days where everything needed to be precise. The better the control you have over your character, the easier the game will be. Since there are no tricky button sequences to master or special items to deal with, learning how to really "control" your character comes from experience. The more you play with each character, the more you'll learn what you can and can't get away with.

This quick reference chart lists the four characters from best to worst, and explains their ranks.



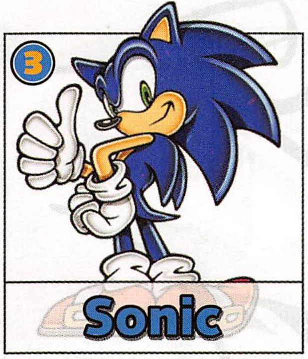
Tails' Propeller Flying and Swimming skills just plain rock the house. The ability to fly over a large gap or swim up for air when you're about to die are simply the greatest of all conveniences. He's equally balanced in ALL 13 levels, does great against bosses, and is the only character who has little trouble accessing any of the seven Special Springs.

Conclusion: Pick Tails if you want the absolute greatest in character control. From flying to swimming, Tails excels on all levels.



Knuckles' Dash Glide and Climbing ability are two incredibly useful skills. When playing Knuckles, we found ourselves spending more time using the Dash Glide than we did running or rolling through the various levels. It's just *that* good. The climbing ability is more limited to specific spots, but the ability to get those extra item boxes makes this skill worthwhile.

Conclusion: Pick Knuckles if you like to play fast, and have almost as much control as Tails.



Sonic has no special movement abilities, and is thus classified by most players as somewhat "simple." Don't let that fool you, however. Sonic plays at a much faster rate than the other three characters because he has no other moves to distract him from his goals. If you're looking for a character to complete levels with no frills, then Sonic is your man.

Conclusion: Pick Sonic if you're the ultimate speed demon. The lack of gimmicks keeps Sonic extremely focused on moving forward.

Amy is very difficult to play. Her lack of movement abilities combined with her inability to go into Ball Mode make her the odd man out. Although she really shines on certain boss battles because of her Piko Piko Hammer, her lack of overall control makes her our lowest-ranked character in the game.

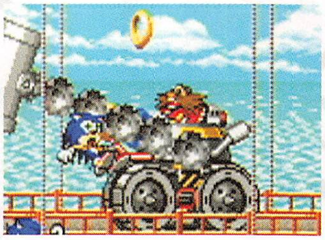
Conclusion: Pick Amy only if you've mastered the other three characters. Her inability to go into Ball Mode may be very difficult for beginners to grasp.

Only One **Ring...**

In a weird sort of way, you really never need to have more than one ring on hand to remain protected. Even during boss battles where it's recommended to have more than one (if only for the ease of picking them up when you get hit), one ring often does the job. Why? Because you can just pick it up when you get hit! There are two tips to remember when you have one ring:

❶ If you take a hit, your ring will **ALWAYS** fly off to the left.

❷ Your character will be bumped in the opposite way you're facing when you're hit. Try to always attack from the **LEFT** (pictured).



Aqua**Tips**

No, this isn't a wacky name for some futuristic hydration product, but rather a few brief tips on how to survive while playing the Ice Mountain Zone.

❶ You have a limited air supply when you're underwater. Every character's supply is the same: 18 seconds worth. After 18 seconds, a 5-second countdown clock will appear over your character's head. If you don't get air within those 5 seconds, you lose a life.

❷ There are only two ways to refill your air supply. The first is to simply swim or jump to the surface and break through, and the second is to find an air bubble source (as shown below).

Item Boxes

This section shows all eight item boxes, what they do, and where to get them. These items remain the same no matter which character you're playing as.

5 Ring Box

Opening one of these boxes grants your player five rings at once. Usually these are in easy-to-reach places and don't involve much risk.

10 Ring Box

These boxes grant your player ten rings at once. Much like the 5 Ring Boxes, these are usually pretty easy to find and are often unguarded.

? Ring Box

These boxes grant your player a random number of rings, anywhere from 1–40. That's right, you can get a possible 40 rings out of ONE of these boxes! (Note: That's almost halfway to a free life.) These Ring Boxes are usually well-guarded and/or up and out of the way.

Speed Boots

These enable your character to move at 2x normal speed, for 20 seconds. After the 20 seconds, your character returns to normal speed.

Barrier

This enables your player to take one hit without losing all of your rings. When the hit is taken, the Barrier absorbs it and disappears.

Magnetic Barrier

The Magnetic Barrier has all the powers of a standard Barrier, plus it works as a magnet to automatically attract rings toward your character. The magnetic radius measures about 15–20 feet in-game.

Invincibility

Just as it sounds, this makes your character completely invulnerable for 20 seconds. *(Note: You can still die if you fall in a void.)* When it's active, you only need to touch enemies to destroy them.

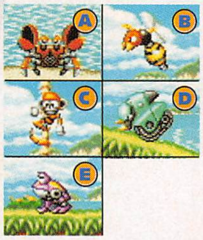
Extra Life

The most highly sought-after item of all, this grants your player one extra life. Pay special attention to the locations on our maps!

Enemies Chart

This helpful chart shows all 23 enemies in the game, broken down by zone. Each enemy only takes one hit to kill, so we've listed their methods of attack to help you take care of them more easily.

ZONE 1



A Kerokero

These crabs shoot two projectiles that travel on an arc.

B Stinger

These flying bees shoot one slow-moving projectile.

C Gamigami

These monkeys only ride in trees, and they throw grenades.

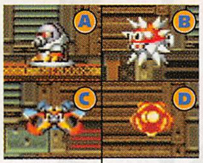
D Rhinotank

These rhinos speed up and charge you.

E Frog

These tricky frogs will either jump on you or over you. Roll attacks work best.

ZONE 2



A Mog

These little guys pop out of the ground at the worst of times, causing damage by getting underneath your character.

B Tento

You can't attack these pufferfish until they put away their spikes.

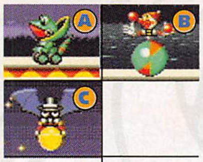
C Senbon

These butterfly creatures shoot two bomb-like projectiles.

D Fireball

You cannot attack fireballs. They pop out of the lava pits toward the lower reaches of Zone 2.

ZONE 3



A Slot

These roving creatures shoot vertical-moving projectiles that explode.

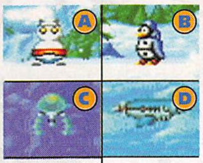
B Hanabee

If you attack the Hanabee with a roll attack, you'll be repelled by its rubber ball-like lower body. You can only destroy it with a top-down attack or a special attack.

C Pierrot

These flying bat-like creatures drop energy bombs.

ZONE 4



A Yukimal

These frosty little snowmen throw snowballs.

B Penguin

Much like the Yukimal, but the Penguin kicks snowballs at a much faster speed.

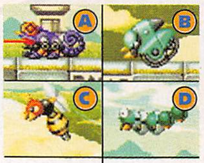
C Medusa

Medusas only appear underwater, and are invulnerable when they're charged up. Only attack when they're not charged.

D Drillshark

These sneaky fish creatures pop out of rocky alcoves at the worst of times. Try to avoid them.

ZONE 5



A Chameleon

One of the few enemies that can't be destroyed with a roll attack. You must either jump on them, or use a special attack to destroy them.

B Rhinotank

These rhinos speed up and charge you.

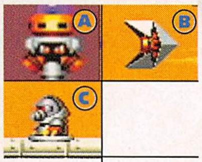
C Stinger

These flying bees shoot one slow-moving projectile.

D Wan

You cannot attack these creatures on their bodies. You must hit the head to destroy them.

ZONE 6



A Oct

These flying robots fire projectiles at your current position. They're vulnerable from all sides.

B Mirror

You cannot attack Mirrors when they're closed. Only attack when they're open (like in the picture above).

C Mog

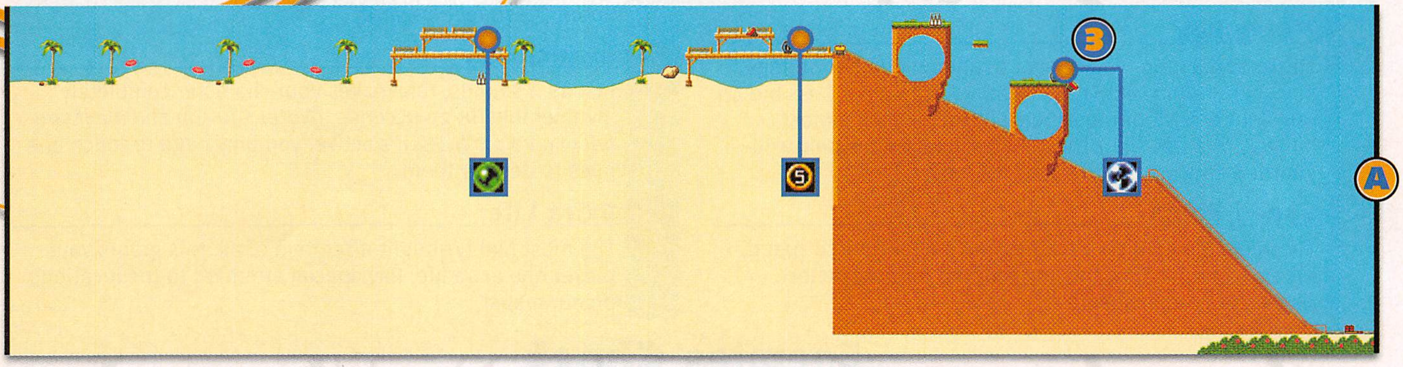
These little guys pop out of the ground at the worst of times, causing damage by getting underneath your character.

Neo Green Hill Zone

Level Overview

Act 1 One

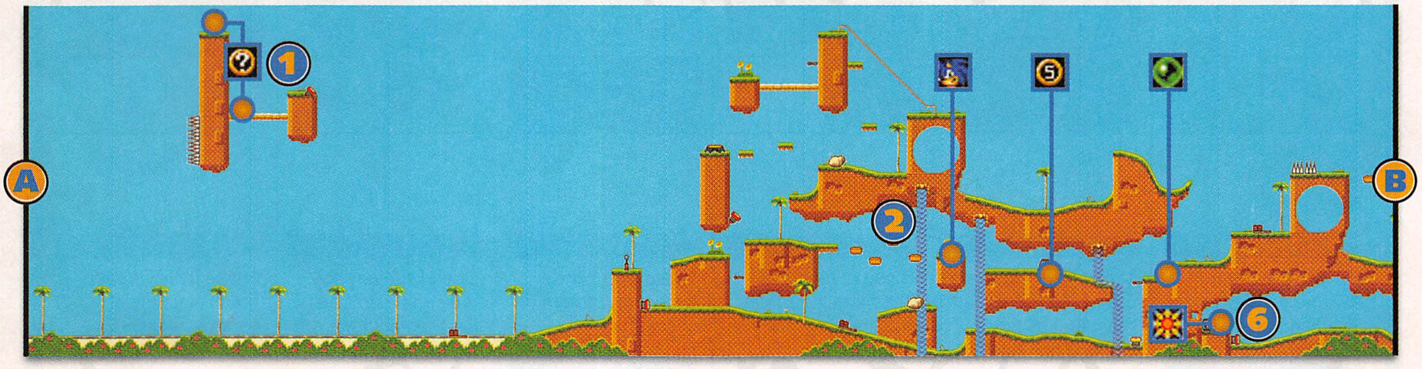
Neo Green Hill Zone has an abundance of rings (over 250), so you don't have to worry about dying. The only real secrets are the **Extra Life** toward the middle of the stage, and the **Special Spring** toward the very end. *(**Note:** See our Secrets section for more info on Special Springs.)*



① Getting all the way up here is only possible with **Tails**. The reward is usually 30-50 rings, so it's worth going for.

② Access this **Extra Life** by hitting these three jump-pads one right after the other.

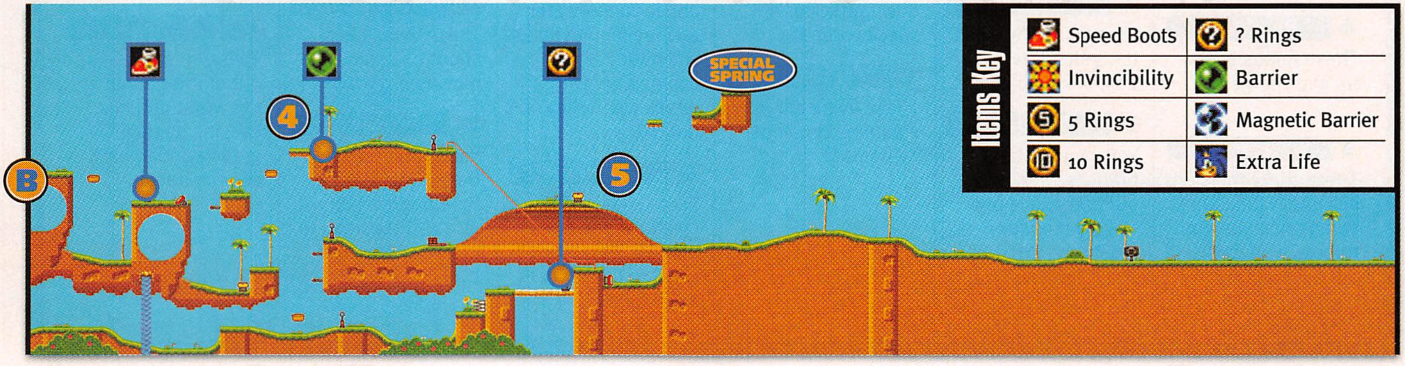
③ This **Magnetic Barrier** can be reached either by flying up with Tails, or by hitting the spring before the previous loop.



④ If you've lost your first shield and you're worried about losing that stash of rings you've accumulated so far, you can always take the high road and grab the **Barrier**.

⑤ There are two paths through this section of the map, but the better of the two is the 3/4 pipe. You'll collect about 25 more rings than taking the bottom route.

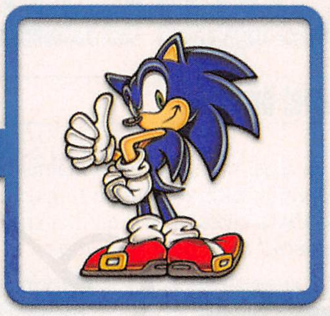
⑥ Although late in the stage, this **Invincibility** should let you breeze through the last few enemies with no problems.



Items Key

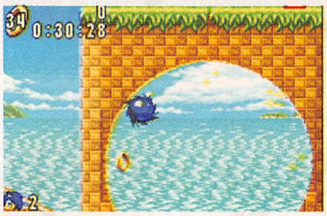
Speed Boots	? Rings
Invincibility	Barrier
5 Rings	Magnetic Barrier
10 Rings	Extra Life

Sonic the Hedgehog

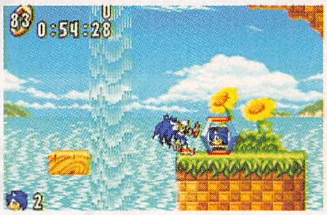


Strategy

- With Sonic, just tuck into a ball and collect as many of the "easy rings" as you can. (Remember that your forward momentum will keep you out of trouble when you're tucked into a ball.) When you get out of the first loop sequence, you'll have a Barrier and about 70 rings.
- Once you approach the middle section of the map, we recommend going low instead of high. There's an Extra Life, a Barrier, and an Invincibility all on the lower path of this area, so it's definitely your best bet.
- If you're going for mass rings, then make sure you take the path through the 3/4 pipe toward the end of the stage. You'll pick up an extra 30 rings if you take this at full speed.

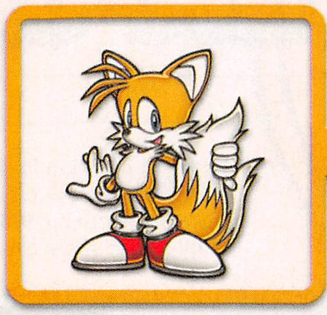


Your best bet is to collect the rings inside the loops.



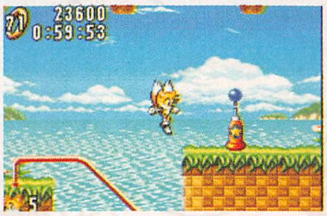
This Extra Life is easily accessed by hopping off this last platform.

Miles "Tails" Prower

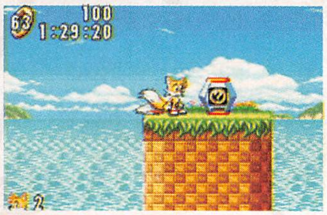


Strategy

- Tails is our favorite character overall because of his special abilities, and his prowess on this level is no exception. Getting 200-225 rings per run is very easy with Tails, mainly because you can get the Magnetic Barrier by flying up to it, and also because you can get the bonus 30-50 rings on the sky platform in the very center of the stage. If you're looking to bank some massive rings for raising your Tiny Chao, look no further than Tails and Neo Green Hill Zone Act I.
- Just remember that when you're flying, you can't bump into enemies, or it will count as damage. Not only will you lose your rings, but you'll also fall to the ground.



If you're a little short on a jump, just use his flying/gliding ability.

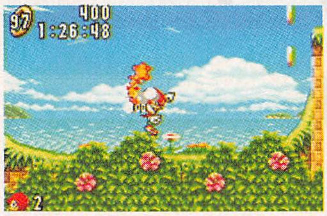


These ? Ring Boxes at the top of the level can only be accessed by Tails.

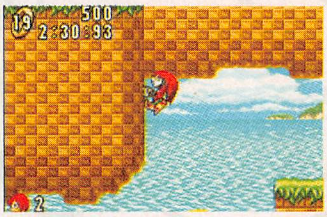
Knuckles the Echidna

Strategy

- Knuckles plays this level almost the same way as Sonic, except he doesn't have to worry so much about enemies. If you see one of those tricky Frog creatures, simply execute your triple punch combo, and you're invincible to any of its attacks. (***Note**: Only projectiles can hurt you during your 3-hit combo.)*
- Toward the end of the stage, if you fall down too low and you want to get back up, don't forget about Knuckles' ability to climb walls. Although there are really no secrets or goodies to find in this area with this technique, this is a *really* good place to practice. In some of the later stages, you'll be able to acquire some neat secrets doing this.



Don't forget that Knuckles has the ability to uppercut enemies.

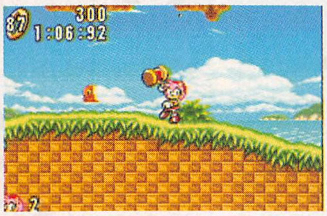


There are a few spots where you can use his Climbing ability, as well.

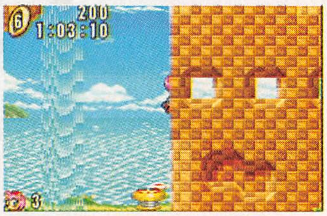
Amy Rose

Strategy

- Amy is the only character who doesn't have the ability to roll, so we don't recommend using her unless you're pretty confident about enemy placement. If you're used to just blazing through with Sonic or Tails, you'll be in for some trouble with Amy because certain jumps aren't timed for her non-aerial attacks. You'll need to actually concentrate on your jumps and time your attacks with her Piko Piko Hammer instead of just mindlessly running as fast as you can.
- One of Amy's passive special abilities is her slightly higher jumping height. With it, you can access areas that are normally a little difficult for the other characters to enter.



The Piko Piko Hammer quickly takes care of enemies.



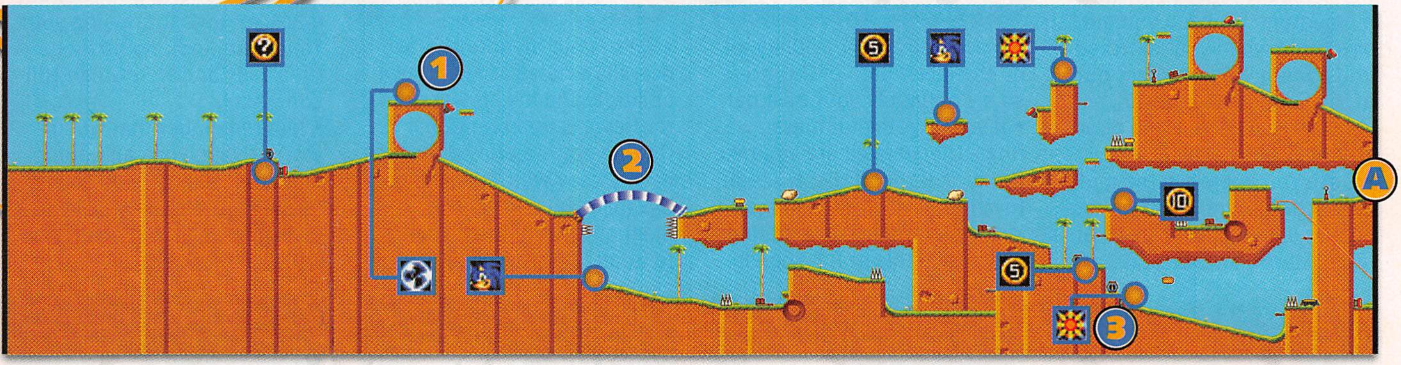
This secret passage is easily accessible with Amy's extra-high jumps.

Neo Green Hill Zone

Level Overview

Act ① Two

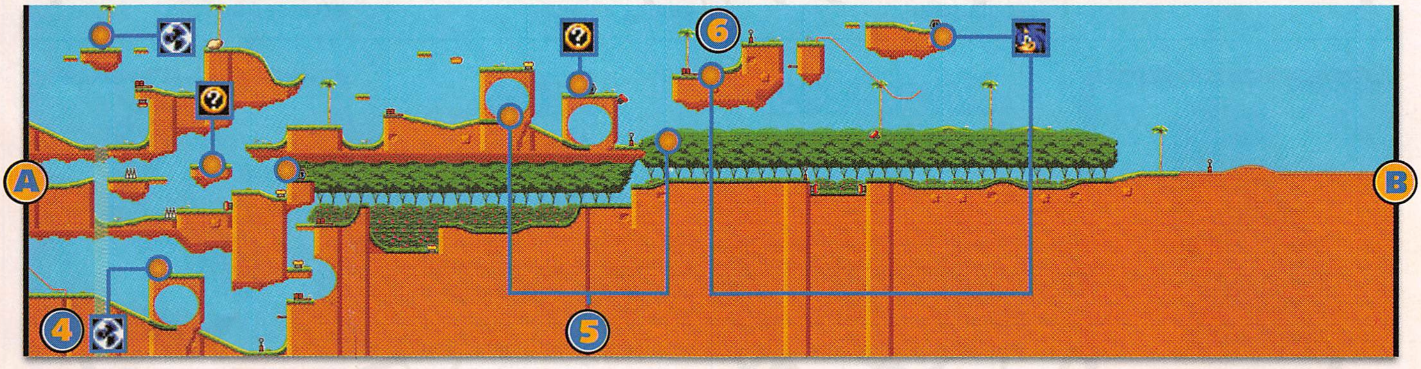
Act II isn't quite as easy as Act I, but that's mainly because of the Boss battle. If you can get up to Dr. Eggman with at least 50 rings, you're set. Also be aware that there are an astounding three **Extra Lives** placed on this stage. Use our icons to pick them all up! (***Note***: *There is no* ***Special Spring*** *on this stage.)*



① Use the platform to the right of the loop to grab this **Magnetic Barrier**. Getting one this early in the stage does wonders for your ring count.

② After riding this water stream across the canyon, you can walk back through it and fall below to get the **Extra Life**.

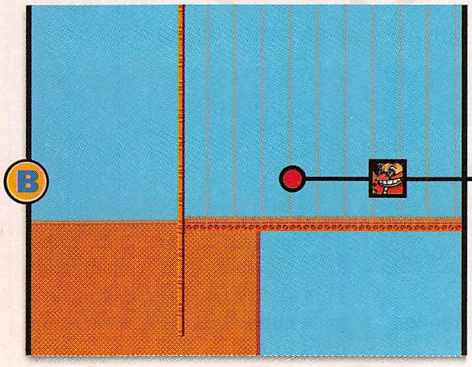
③ It's rare to have two **Invincibility** boxes right next to each other like this. Take advantage of either one, and MOVE!



④ This whole middle area is pretty messy, with power-ups scattered everywhere. We recommend using the **Magnetic Barrier** if possible.

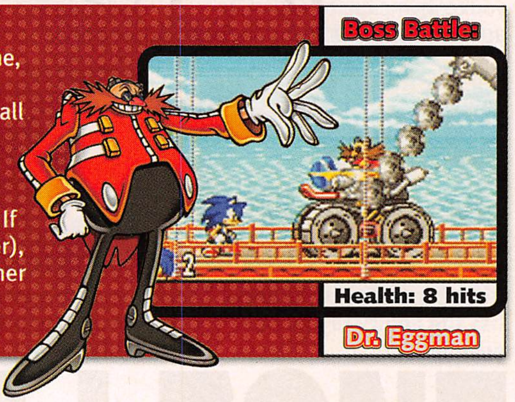
⑤ Either route through the treetops is covered with rings, but the higher route gives about 25% more. The easiest way to get there is to hit the dual loop sequence about 25 feet back.

⑥ To get this Extra Life, you'll need to get on top of the dual loop sequence about 100 feet back. There's a spring on the edge of the second loop that launches you up here.



Boss Battle:

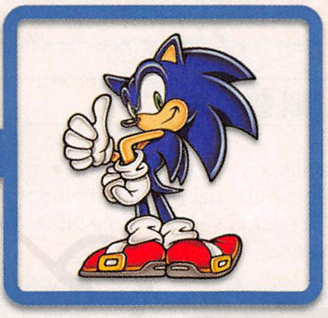
① Your first boss fight isn't a tough one, as long as you remember the golden rule: always have at least **ONE** ring at all times. If you're hit, quickly scramble to grab a ring before retaliating.
② Try to time your attacks so that you can get in two or three per pass. If you do it correctly (with any character), you can take out Dr. Eggman's Smasher Basher in only three passes.



Health: 8 hits

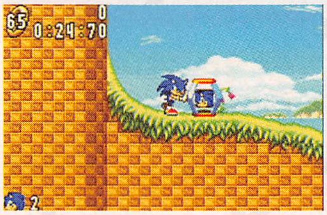
Dr. Eggman

Sonic the Hedgehog

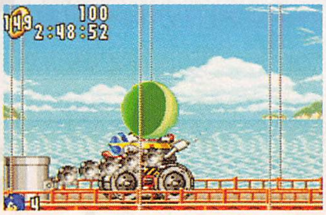


Strategy

- Sonic should use his traditional running and jumping skills to get through the stage, making sure to collect all three extra lives if possible. Try and save a Barrier for your battle against Dr. Eggman.
- Against Dr. Eggman, Sonic really only has one method of attack: his Ball attack. If you time it correctly and make the first attack land on his outermost edge, you will rebound and hit him for at least one more shot before he passes through you. Just remember not to make HUGE jumps, or you'll rebound all the way up into his hammer. If you do take damage, try to recover at least one ring so you have one at all times.

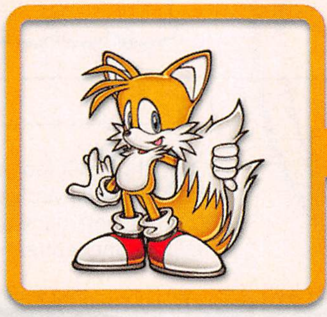


Don't miss this easy Extra Life hidden below the waterfall.



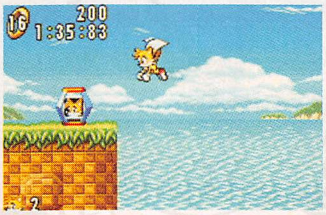
Sonic's best method of attack is to jump on Dr. Eggman.

Miles "Tails" Prower

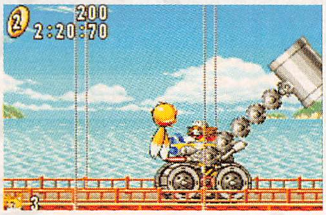


Strategy

- During the boss battle with Dr. Eggman, Tails needs to utilize the same method of attack as Sonic. Time your jumps in between the hammer swings, and try and get in a decent rebound double attack when you see the opening to do so. Whatever you do, don't click the Fly command, or you'll take heavy damage.
- Tails has an incredibly easy time with this level (as he does with most levels). If you pass up the route to getting an Extra Life or bonus item, just stop what you're doing and refer to our map for placement. Once you find the item you need, just FLY on up there!



Tails can simply fly up and grab this Extra Life at the end of the stage.

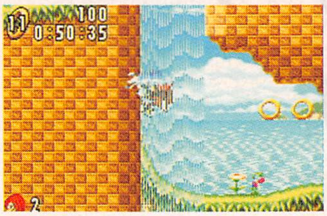


Much like Sonic, Tails needs to use his jumping Ball attack to win.

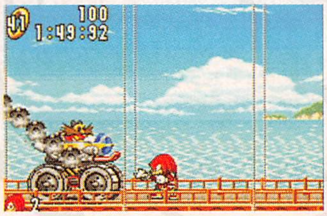
Knuckles the Echidna

Strategy

- For the most part, play Knuckles just like you would Sonic or Tails. There are a few spots where Knuckles can use his Climbing ability to make it back up from a spot he didn't mean to fall into.
- Knuckles needs to rely on his 3-hit Combo to get things done with Dr. Eggman. You can use the jumping method also, but since his 3-hit Combo attacks with such speed, we found it easier to execute without taking any damage. If all else fails, just go nuts and deliberately take a hit, forcing a brief moment of invincibility during which you can get in at least two or three hits. As long as you pick up at least one ring during that time, you're set.



Sometimes Knuckles' Climbing ability really comes in handy.

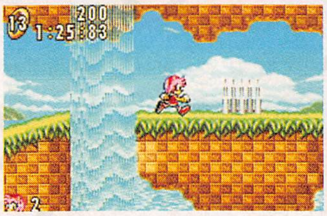


The 3-hit Combo is Knuckles' best method of attack.

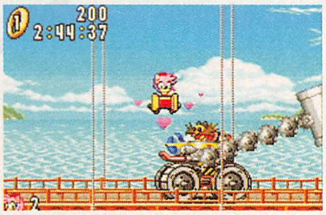
Amy Rose

Strategy

- Amy plays this level completely different from the other characters, and she isn't recommended until you fight Dr. Eggman at least once or twice with everyone else. The main reason for this is because Amy does NOT have any variety for this battle. She mainly relies on her Hammer Whirl, which unfortunately only attacks from the top. Just try and time the Hammer Whirl so that you can get a decent rebound and not be forced back into Dr. Eggman's hammer. If you can do that, you should be able to complete this battle without taking a single hit.
- For Dr. Eggman's final berserk mode, just use Amy's standard Hammer Attack (mash the buttons).



With Amy, you'll need to watch out for the telescoping spikes.



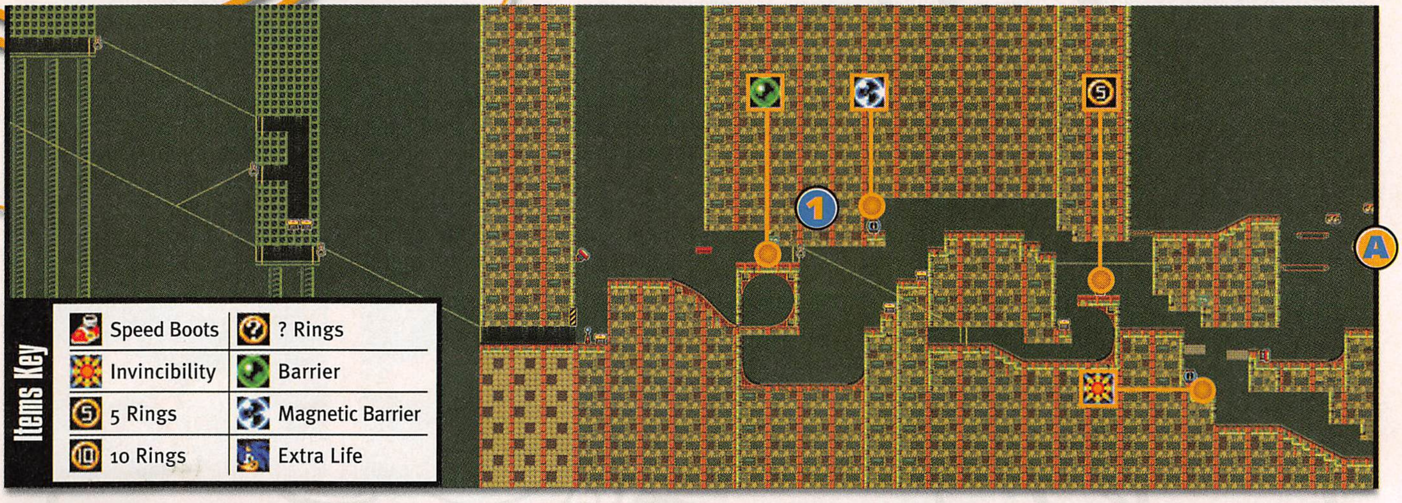
Amy's Hammer Whirl really works wonders on Dr. Eggman.

Secret Base Zone

Act 2 One

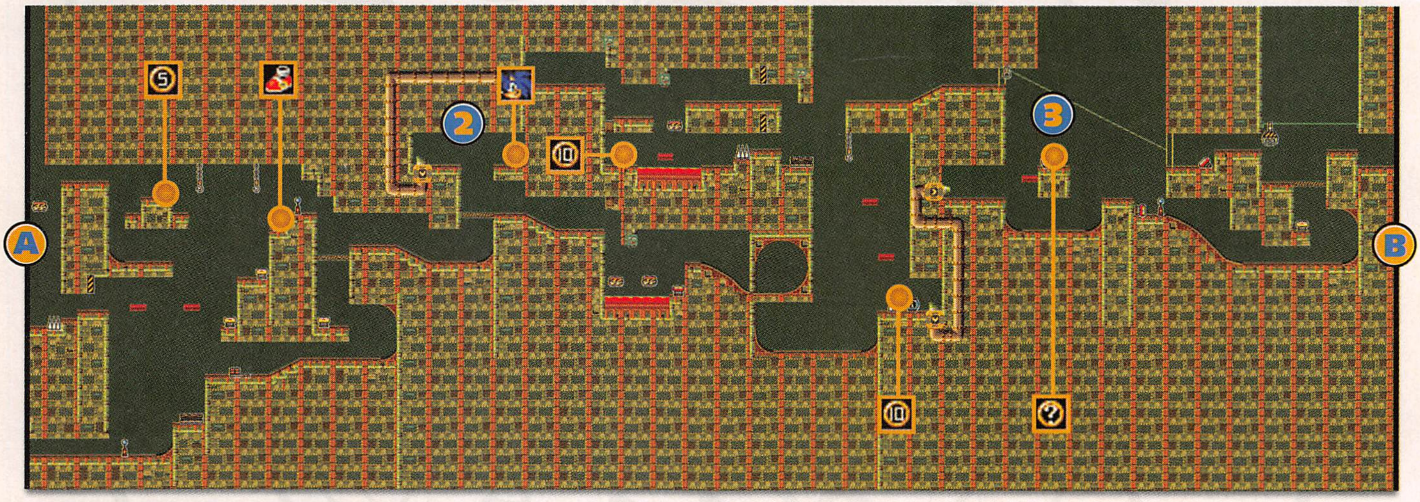
Level Overview

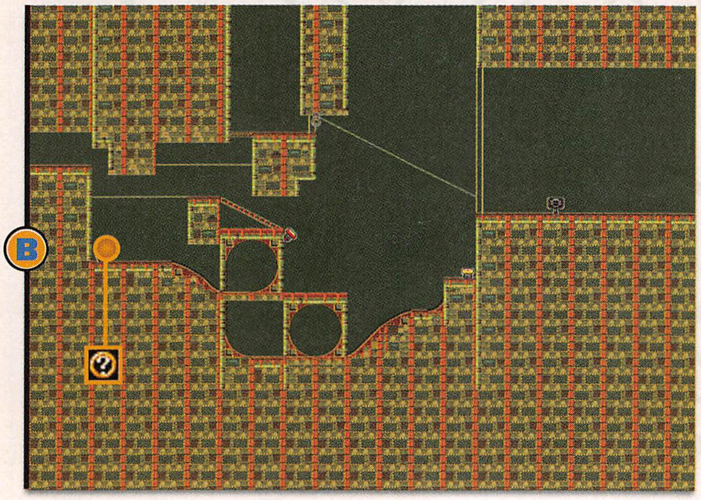
Although it looks perilous at first glance, there are really no more hazards in this first act then you've seen in the past. Just remember that many of the spikes are telescoping, and many of the enemies shoot projectiles. Make sure to grab the **Extra Life** before completing the stage. *(**Note**: There is no **Special Spring** on this stage.)*



Items Key

Speed Boots	? Rings
Invincibility	Barrier
5 Rings	Magnetic Barrier
10 Rings	Extra Life





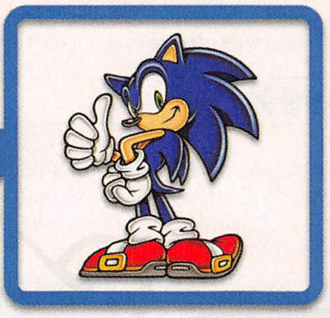
① Get ahold of this **Magnetic Barrier** early in the stage by hopping over to this ledge. Having this will pretty much let you run through the rest of the stage without worries.

② To get this **Extra Life**, you need the Speed Boots from about 25 feet earlier. With them equipped, you'll need to get a full-powered launch from the ramp below. If done correctly, you'll have enough boost to launch up onto the ledge to grab the Extra Life.

③ Remember that sometimes **? Ring Boxes** give one ring, and sometimes they give 40 rings. Your best bet is to crack them open whenever you get the chance!

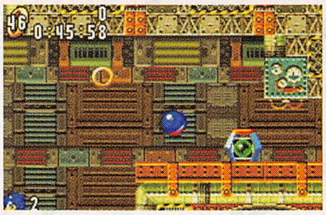
SECRETBASEZONE

Sonic the Hedgehog

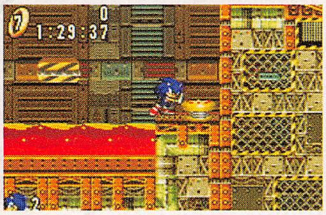


Strategy

- This level plays pretty straightforward, with no "pits" or "voids" to worry about. Your only real trouble is dealing with all the little pop-up enemies that try and block your path when you're speeding along. Just remember to stay in Ball Mode, and they're toast.
- There's one Extra Life on this stage, and it's not easy to get. First off, you'll need to get yourself situated at the very beginning of the ramp that precedes the Extra Life. Next, Spin Dash to full speed and launch off the ramp (making sure to get enough lift to reach the ledge).

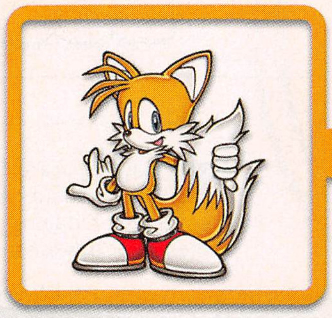


Sonic can grab this Barrier by launching from the ramp below.



When you're near lava, watch out for the fire projectiles!

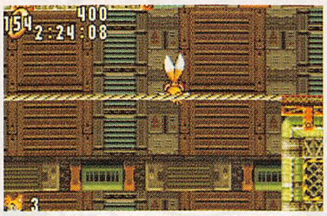
Miles "Tails" Prower



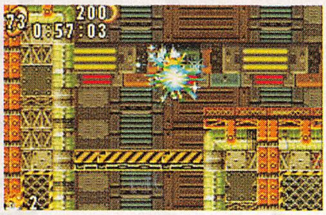
Strategy

Again, Tails' flying ability is borderline cheating, and lets you pretty much do whatever you want.

- Remember that every 100 rings grants an extra life (to any character), and it's entirely possible to hit 200 rings on this level alone. If you're trying to get through the whole game in one huge run, you can stack up massive extra lives in these early stages.
- Tails plays this section the same way as Sonic does, using Ball Mode to collect rings while staying out of trouble. There are a few spots where his Flying ability comes in handy, namely: 1.) the section with the Extra Life, and 2.) if you ever need to backtrack for a Barrier.



The direction you jump depends on which side of the rope you're on.

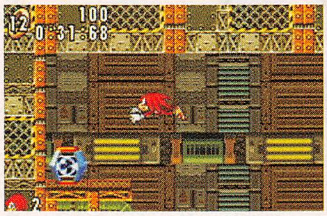


This Invincibility lets Tails whip through the middle part of this map.

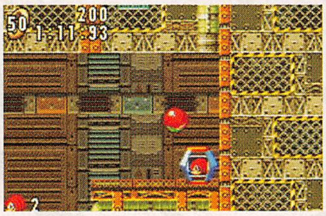
Knuckles the Echidna

Strategy

- Use Knuckles' Dash Glide whenever you get the chance. Not only does it let you cover a lot of ground quickly, but it also keeps you off the ground where all those dangerous spikes and pop-up enemies dwell. Another cool fact about the Dash Glide is that Knuckles uses his fists as weapons during the flight. So in other words, anything you run into or glance past while using the Dash Glide will be automatically pummeled.
- As you play more and more with Knuckles, you'll realize how useful his Dash Glide and Climbing ability really are. This stage is chock full of places to climb, glide, and explore.



Use a Dash Glide to get over to this Magnetic Barrier.

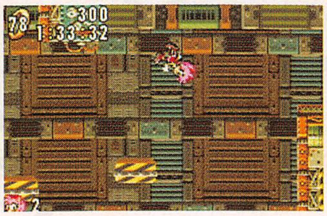


If you build up enough speed, you can launch right up to this Extra Life.

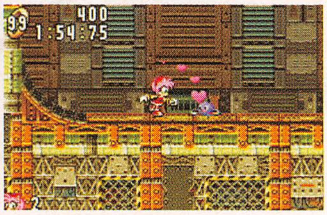
Amy Rose

Strategy

- Since this level is full of springs and spring-pads, we thought it would be important to remind you that Amy doesn't automatically go into Ball Mode when she hits a jump. She's fully open to attack under these circumstances.
- Amy needs to play cautiously on this stage, making sure not to walk into any spikes or enemies. Her inability to go into Ball Mode makes her an open target when she's moving laterally, so just remember to play a little slower than you usually do.
- Amy's Piko Piko Hammer is very important here, enabling her to Hammer Jump up to high ledges, or Hammer Whirl down on top of enemies.



Remember that Amy won't turn into a ball when she hits springs.



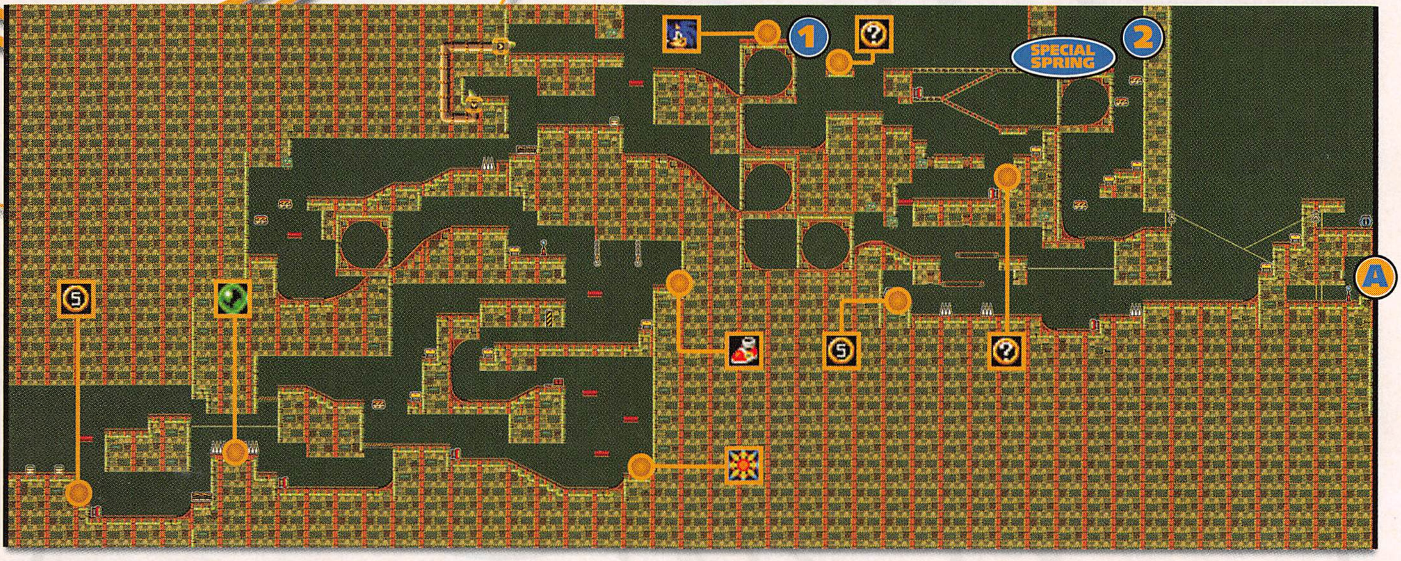
Amy needs to rely on her standard Hammer Attack to clear enemies.

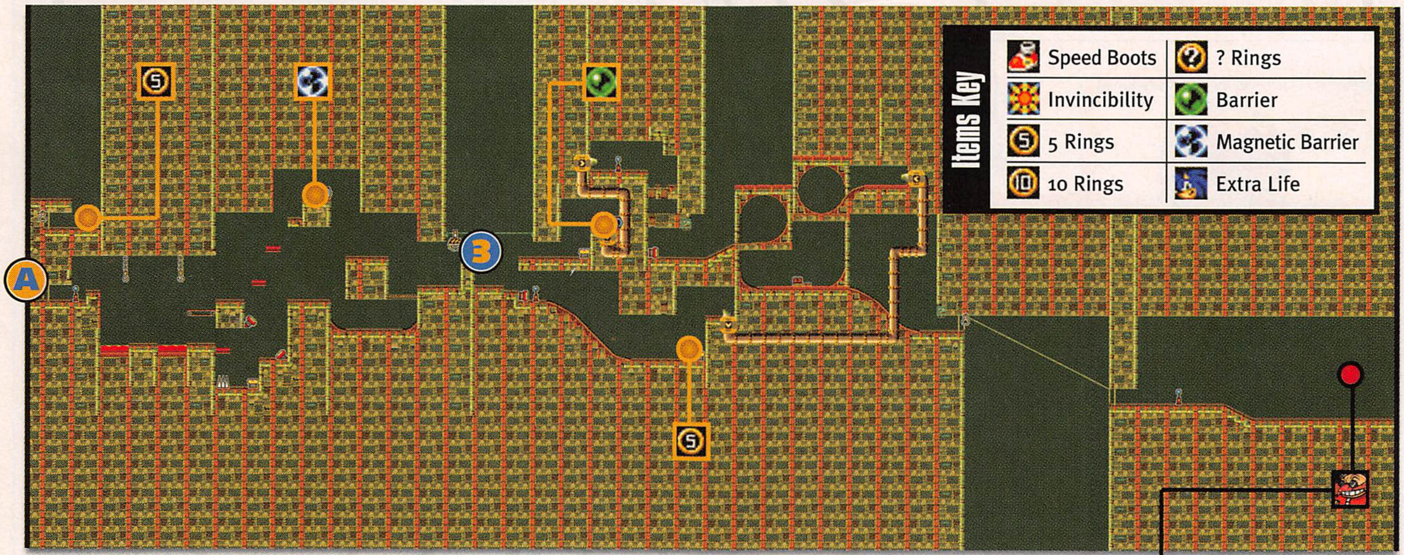
Secret Base Zone

Act 2 Two

Level Overview

Relatively speaking, this level is PACKED with stuff to do. You've got the **Special Spring** about halfway through, and the boss battle at the very end. There's one somewhat hidden **Extra Life** toward the middle of the stage (see map), and the rest of the power-ups are in pretty standard locations.





Items Key

Speed Boots	? Rings
Invincibility	Barrier
5 Rings	Magnetic Barrier
10 Rings	Extra Life

① Unfortunately, only Tails and Knuckles have access to this **Extra Life**. Located on the very top of this loop, you'll need to either climb up or fly up to grab it.

② To hit this **Special Spring**, you'll need to stop yourself from flying past the retention wall. When you do so, simply Spin Dash back up the hill and over to the spring-pads that lead up to the Special Spring.

③ Make sure to save ONE of these two **barriers** for the boss!

Boss Battle:

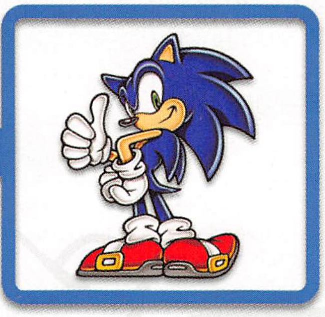
Health: 8 hits

Dr. Eggman

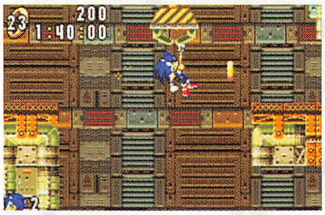
① This time Dr. Eggman is packing a better machine that attacks much faster. You'll basically want to avoid his jumps by continuously moving from place to place, all the while trying to get in an attack of your own when you see the opening.
② When he does his super jump, make sure you're not on the ground or the vibration will make you lose your rings.

Sonic the Hedgehog

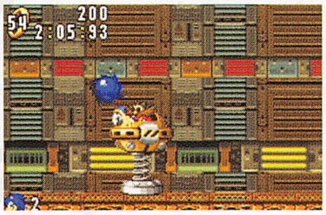
Strategy



- There's one Extra Life toward the middle of the stage, as marked on our map.
- Against Dr. Eggman, make sure to go in with at least a Barrier and 50 rings. His SpringPod will make jumps according to where you're standing, always be on the move. Since you'll only be able to do damage with the standard jump attack, timing will be everything.
- Make sure you're not standing on the ground when Eggman lands from his super jump. Not only does he track your position (it's a homing attack), but the vibration effect from his SpringPod will make you lose your rings even if you aren't hit directly.



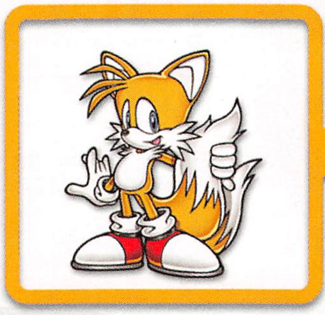
Be on the lookout for cranes and levers that give you a lift.



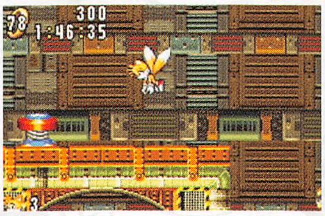
Time Sonic's Jump Attack to hit right as Dr. Eggman lands.

Miles "Tails" Prower

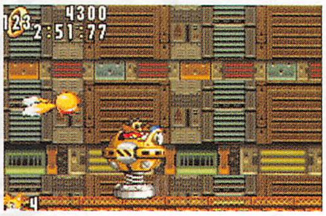
Strategy



- The best part about playing Tails on this level is how easily he can reach the Special Spring. Even if you misjudge the momentum on the first loop (and as long as you don't hit the ripcord), Tails can simply fly back up the channel. Since the Special Stage will likely take you more than one or two tries to complete, we recommend using Tails, as he's the easiest to reach the spring with.
- As for Dr. Eggman, Tails fights in a similar way to Sonic. Time the SpringPod's jumps, making sure to give it one good hit per pass. After six hits, Dr. Eggman will do a super jump attack. Dodge it, get in two more quick hits, and you've won!



Although it looks high on the map, Tails can easily fly up to the Special Spring.

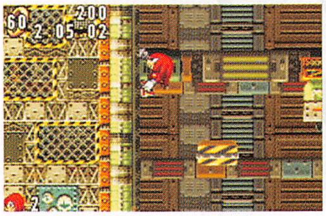


If you time it right, Tails can get in two attacks right after another.

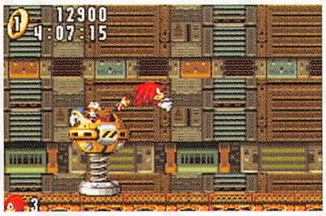
Knuckles the Echidna

Strategy

- Knuckles can access the Special Spring fairly easily by utilizing his Climbing ability. Just attach yourself to the wall and go!
- Unfortunately, Knuckles' 3-hit Combo does him absolutely no good when fighting Dr. Eggman in his SpringPod. There just isn't a sufficient opening to try and get in any of the three hits. If you try it, you'll take damage every time.
- The best method of attack for Knuckles is to simply time Dr. Eggman's jumps in his SpringPod, and then use the Dash Glide when there's an opening. The other cool thing about the Dash Glide is that it keeps you off the ground and immune from the vibration damage.



Knuckles can climb back up this loop to reach the Special Spring.

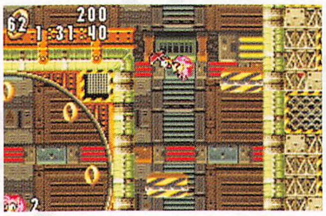


Knuckles' Dash Glide is the best attack against Dr. Eggman's SpringPod.

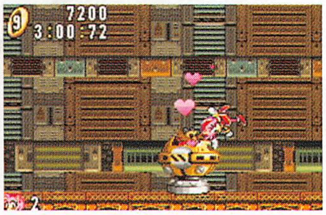
Amy Rose

Strategy

- Since Amy has no special skills that affect her movement, rely on her Hammer Jump to help give you the edge when attempting to make high ledges or platforms. Also be aware of the telescoping spikes, and enemies that pop out of holes. Since Amy can't use the Ball Mode, she's much more prone to stumble into these types of things than the other characters are.
- Against Dr. Eggman, Amy needs to alternate between her standard Jump Attack and her Hammer Whirl. The Jump Attack should be used when you're horizontal, and the Hammer Whirl when you're vertical. Amy has the toughest time with this boss by far.



Amy needs to rely on solid jumping skills to reach the Special Spring.



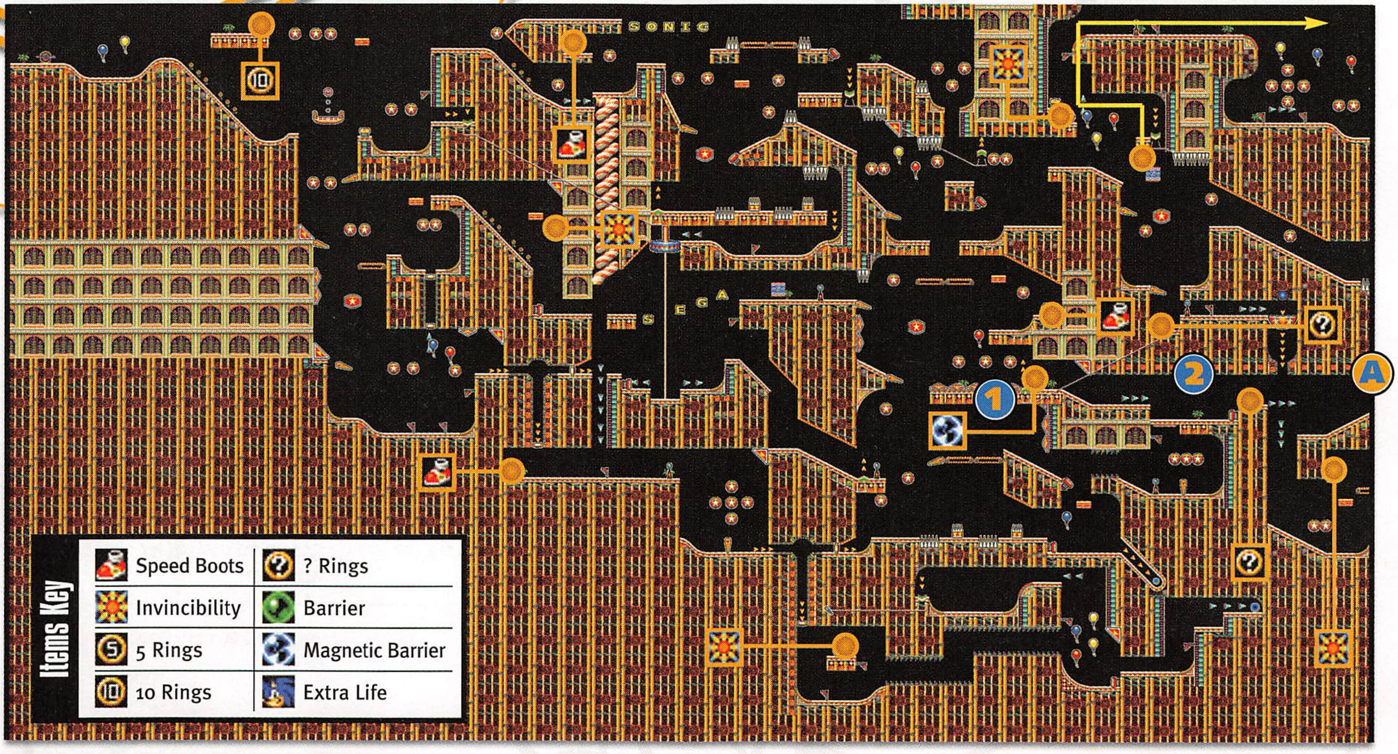
You can use the Jump Attack or the Hammer Whirl against Dr. Eggman.

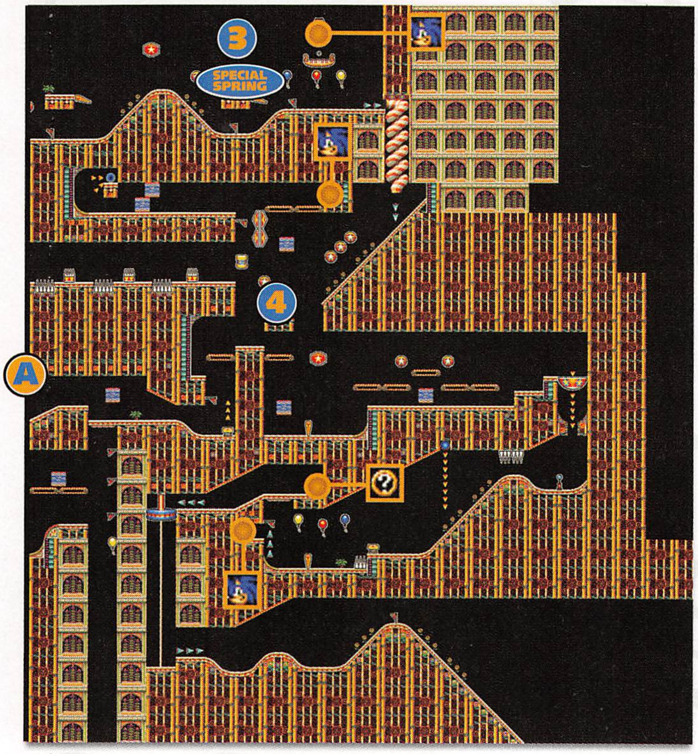
Casino Paradise Zone

Level Overview

Act ③ One

This level is a lot of fun, but borderline impossible to actually direct your route with any sort of speed. We recommend playing it a few times to get the feel for the different pinball-like objects, and take it from there. The **Special Spring** is up toward the very end of the stage, on the north end of the board. There are three **Extra Lives** at the very end of this stage, so don't pass 'em by!





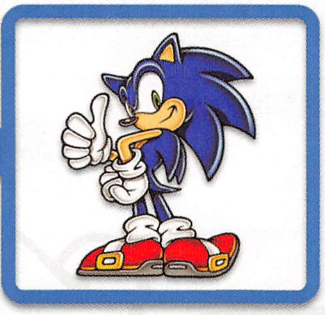
① This is the only **Magnetic Barrier** on the stage, and it's placed about halfway through. If you're trying to collect rings, make this little ledge one of your stops.

② Although the chance of getting only a few rings is always there, these **? Ring Boxes** should be your number-one target if you're going for max rings. Both of these are accessible if you come down from the top, then ride the spinner device and backtrack a bit to get the second box.

③ This **Special Spring** is up and out of the way, but easy to access once you know where to look. If you follow our yellow pathway arrow on the map (in the upper right quadrant), you'll see how easy it is to just hop right up the few ledges and onto the Special Spring.

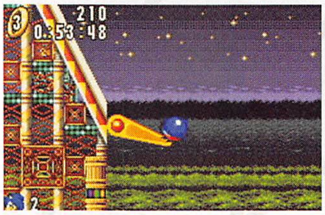
④ Before you complete the stage, it's wise to grab all three **Extra Lives** in this small area. The first one needs to be grabbed after accessing the Special Spring, the second one is only a few meters below the first one, and the third is a few meters below the second.

Sonic the Hedgehog

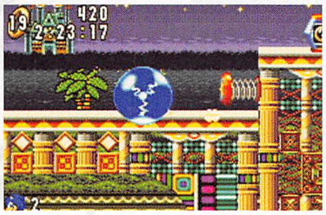


Strategy

- A radical change from the past two zones, Casino Paradise Zone is really one big hectic pinball game from start to finish. Although you won't need to learn how the various obstacles work to complete the level, you will need to learn about them if you want to move around with any sort of accuracy.
- A Magnetic Barrier on this stage is probably the best item you can get. All those "out of the way" rings will come to you with ease.
- There's only one "void" in this area, and it's toward the very end in the bottom left quadrant of the second map. Press toward the right, and the springs will get you out.

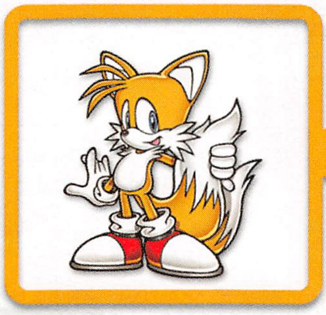


Use these paddles as you would in a regular pinball game.



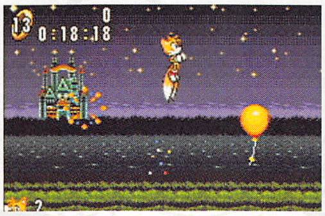
Once you get the Magnetic Barrier, it's "hello rings!" time!

Miles "Tails" Prower

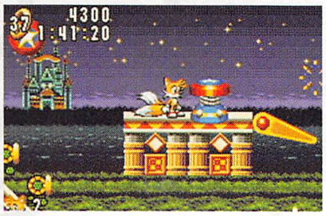


Strategy

- Tails has the easiest time accessing the Special Spring on this level, so we recommend playing as him if your goal is to earn the Chaos Emerald for this zone. After your successful (or failed) attempt at trying to get the Chaos Emerald in the Special Stage, grab as many of the Extra Lives as you can get before continuing toward the exit. There's one right above the Special Spring, and then two more below it.
- When you get near a pinball paddle, your jump button activates the paddle like a regular pinball machine. You can sort of direct where you want to go by waiting until you roll down to the edge, or releasing early.



Balloons give a greater-than-normal height on your jumps.

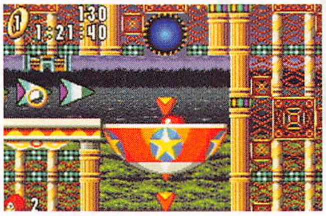


As usual, Tails has the easiest time accessing the Special Spring.

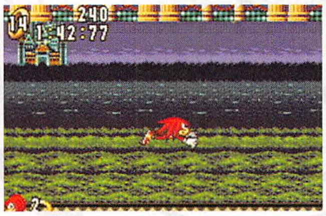
Knuckles the Echidna

Strategy

- Knuckles Climbing ability simply rocks in this zone, mainly because there's not much order to the level and everything is so scattered. If you're trying to collect every ring on the stage or do some crazy exploration, Knuckles is your man.
- Although you might not notice at first, those "S-E-G-A" letters can be jumped from (or attached to) if you land on them. They're actually helpful in getting across to the next ledge in some areas.
- Although there are no "secrets" on this stage, the Special Spring is in the upper right-hand corner of the map. Knuckles has no problem accessing it with his Dash Glide.



Those swirling blue holes take you from one place to another.

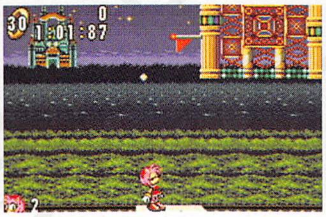


Knuckles can really get through this level quickly with his Dash Glide.

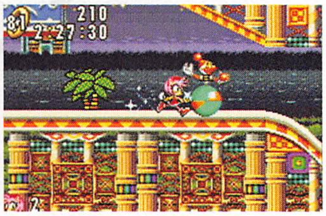
Amy Rose

Strategy

- As with the previous zones, Amy is by far the toughest character to use in the Casino Paradise Zone. Her extra-high jumping ability helps out in certain areas, but again, her lack of being able to go into Ball Mode leaves her too vulnerable when just walking around. Get into the habit of constantly swinging her Piko Piko Hammer whenever you jump. That way, you'll be safe from enemies that attack quickly, or enemies that pop up at the wrong times.
- It's tough to get Amy up into the area with the Special Spring, but if you do, make sure to grab the three Extra Lives on the way down.

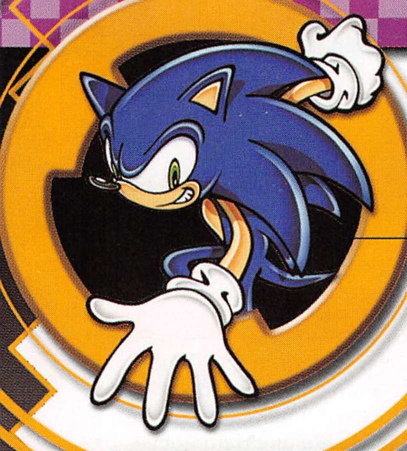


Use Amy's Hammer Jump to reach extremely high ledges or poles.



With Invincibility, Amy has little trouble blazing through enemies.

CASINOPARADISEZONE

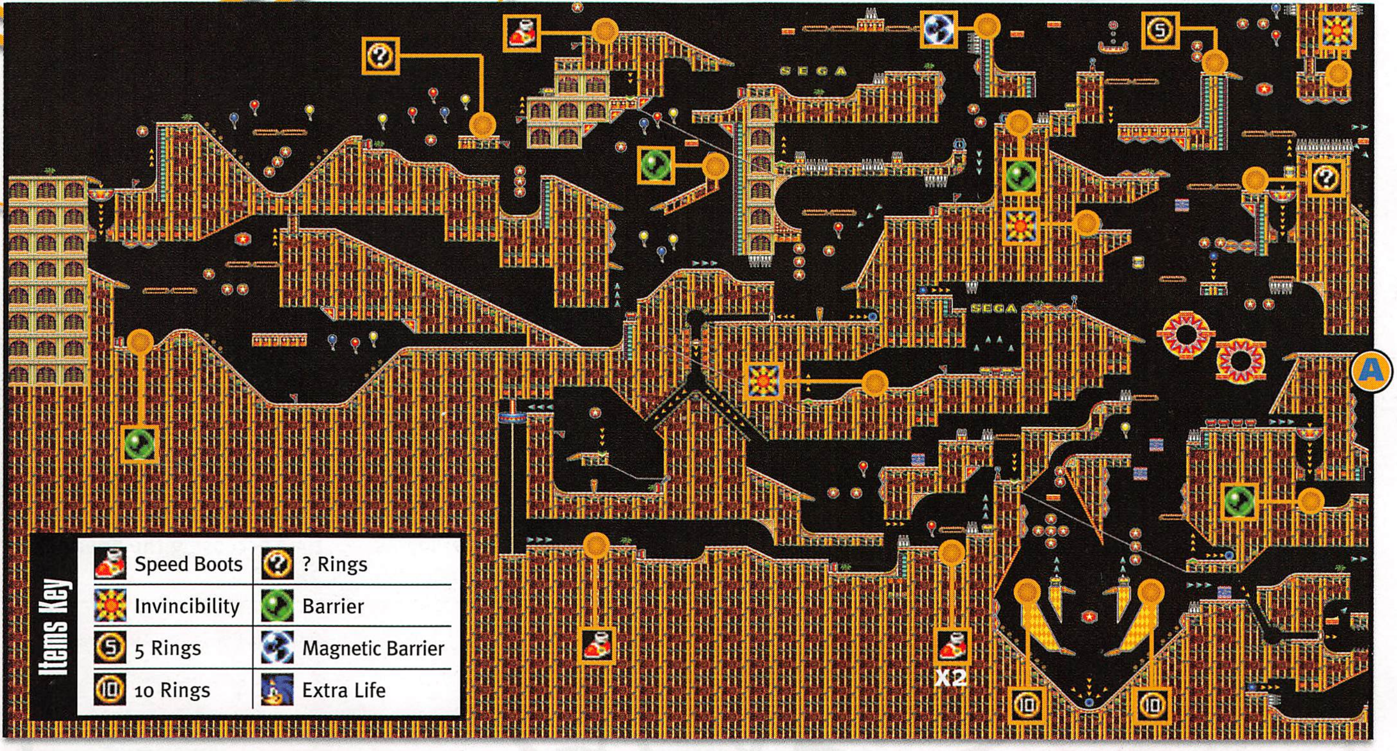


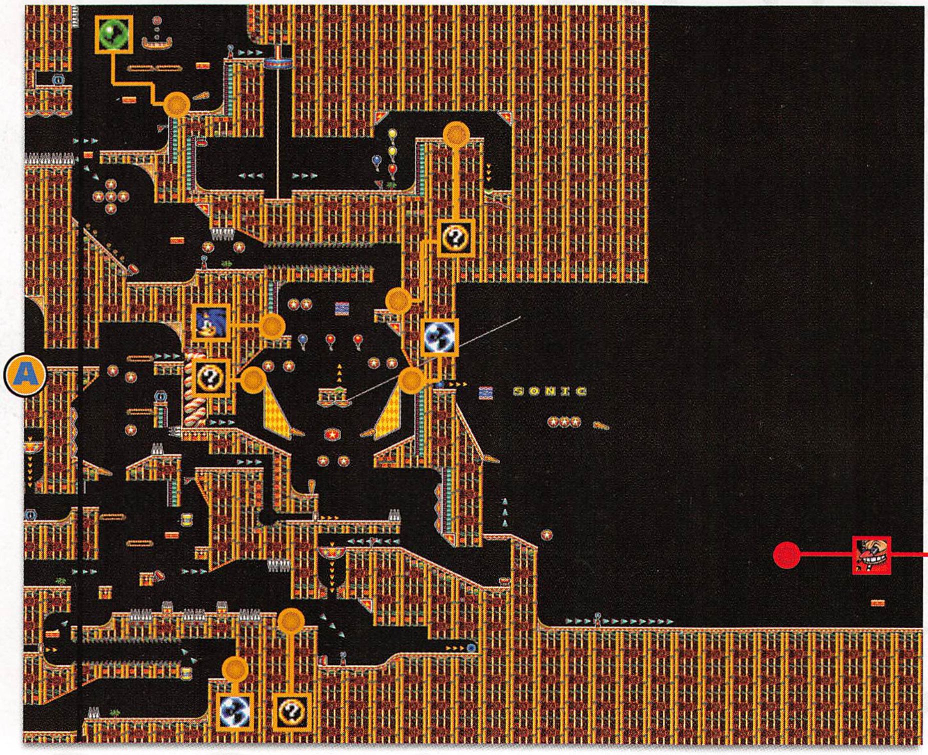
Casino Paradise Zone

Act 3 Two

Level Overview

Even crazier than Act I, this level is even more difficult to navigate with efficiency. Learning to deal with all the bouncers, springs, and pipes will take a few trips through, although there aren't many secrets worth going for. Dr. Eggman's goofy little airship won't be a difficult boss battle, but it will require incredible jump timing. *(**Note**: There is no **Special Spring** on this stage.)*


SEGA
SEGA
A
X2
Items Key
Speed Boots
? Rings
Invincibility
Barrier
5 Rings
Magnetic Barrier
10 Rings
Extra Life



① As he passes from tube to tube, you'll need to jump on the actual machine that Dr. Eggman is riding in, and not the decoy. If you accidentally hit the decoy (even from above), you'll take damage and lose your rings. Although this looks easy on paper, as Dr. Eggman starts to speed up, you'll realize that it's very easy to accidentally hit the wrong machine and take damage.

② The best place to stand is right underneath the middle platform. If you stand ON the middle platform, you'll actually be at a disadvantage because you won't be able to duck.

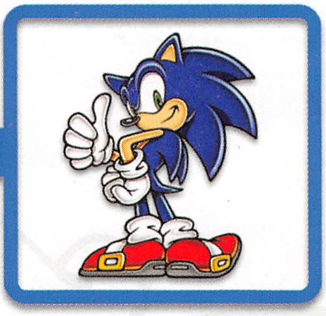
Boss Battle: Dr. Eggman

Health: 8 hits

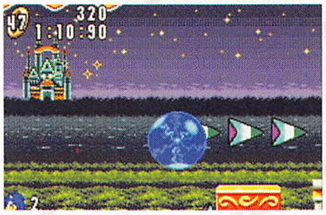
CASINOPARADISEZONE

Sonic the Hedgehog

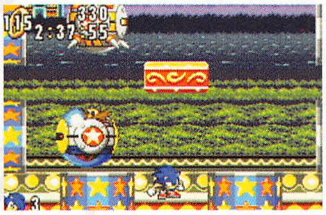
Strategy



- This level concludes with a boss battle against Dr. Eggman in his most complex machine so far, yet it remains one of the easier boss battles because there are so many places to dodge attacks.
- With Sonic, you're going to want to hide below the center platform and stay ducked. When you see Dr. Eggman's ship pop out of either the far left or the far right (lower) hole, jump up and get in a Spin Attack. As Dr. Eggman begins to take more damage, he'll speed up his movements, trying to bait you into attacking his spiky ball decoy. *(Note: You can't destroy the decoy. You'll take damage no matter where you hit it.)*



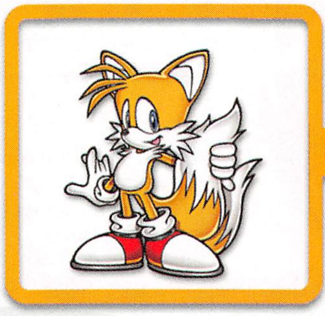
If you can grab the Magnetic Barrier, the rest of the level is easy.



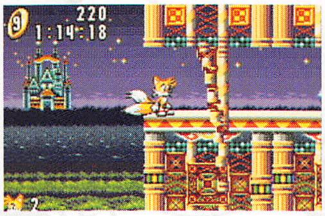
This position is great because it allows you to dodge *or* attack.

Miles "Tails" Prower

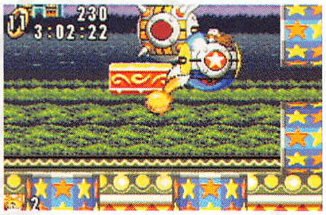
Strategy



- Once again, Tails has the easiest time with this level. If you're looking for speed, just have him fly across the top of the level until he hits the wall in our first picture. Use his Tail Attack to crack it open, then grab the Invincibility and head for Dr. Eggman!
- With Tails, you'll want to hide underneath the main platform, making aerial attacks when the opportunity arises. Be careful with Tails, and make sure you don't accidentally tap the A Button while you're in the air. If you do, you'll fly around and definitely take damage. *(Note: Once you start Tails' Propeller Flying, you're stuck in that move until you touch hard ground.)*



Tails can fly over to this wall and break through with his Tail Attack.

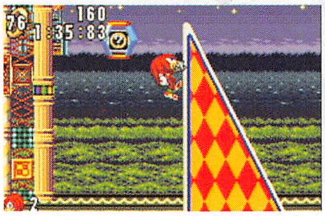


When you see the opportunity, make a swift jump and attack.

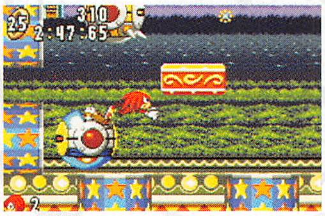
Knuckles the Echidna

Strategy

- Of all the levels in the game, both Casino Paradise acts are definitely Knuckles' favorites. Since they're so vertical, Knuckles' Climbing ability really comes in handy. For example, if you refer to our map and see that you've passed up an item, it's never too late for Knuckles to crawl back up, or Dash Glide across to get that item.
- Against Dr. Eggman, Knuckles can either use the same technique as Sonic, or get creative and use his Dash Glide to attack from side to side. The Dash Glide method is much more risky, although getting in clean hits is a lot easier due to Knuckles being somewhat invincible from the front during his glide.



Knuckles' Climbing ability is just perfect for these levels.

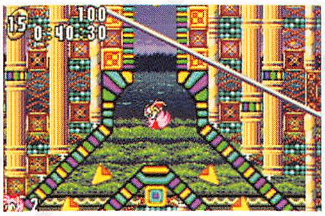


You can either use his Dash Glide or the regular Jump Attack.

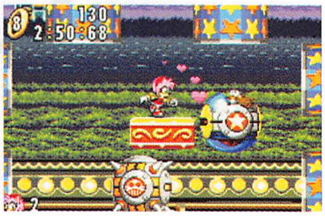
Amy Rose

Strategy

- Amy has a tough time with the Casino Paradise levels, but luckily this second one isn't as crazy as the first. Try and get her a Barrier as quickly as possible, and remember to almost always land your "blind" jumps with a Hammer Whirl (just in case there's an enemy below).
- Versus Dr. Eggman, Amy is the only one of the four characters who's better off standing on *top* of the platform, instead of underneath it. The main reason is because her standard Hammer Attack can just reach either side of the platform. Of course, the hard part is still trying to dodge the decoy when it comes barreling down the upper pathway.



You can pick which way to go when you hit these tunnels.



Amy is better off standing on the platform because of her hammer.

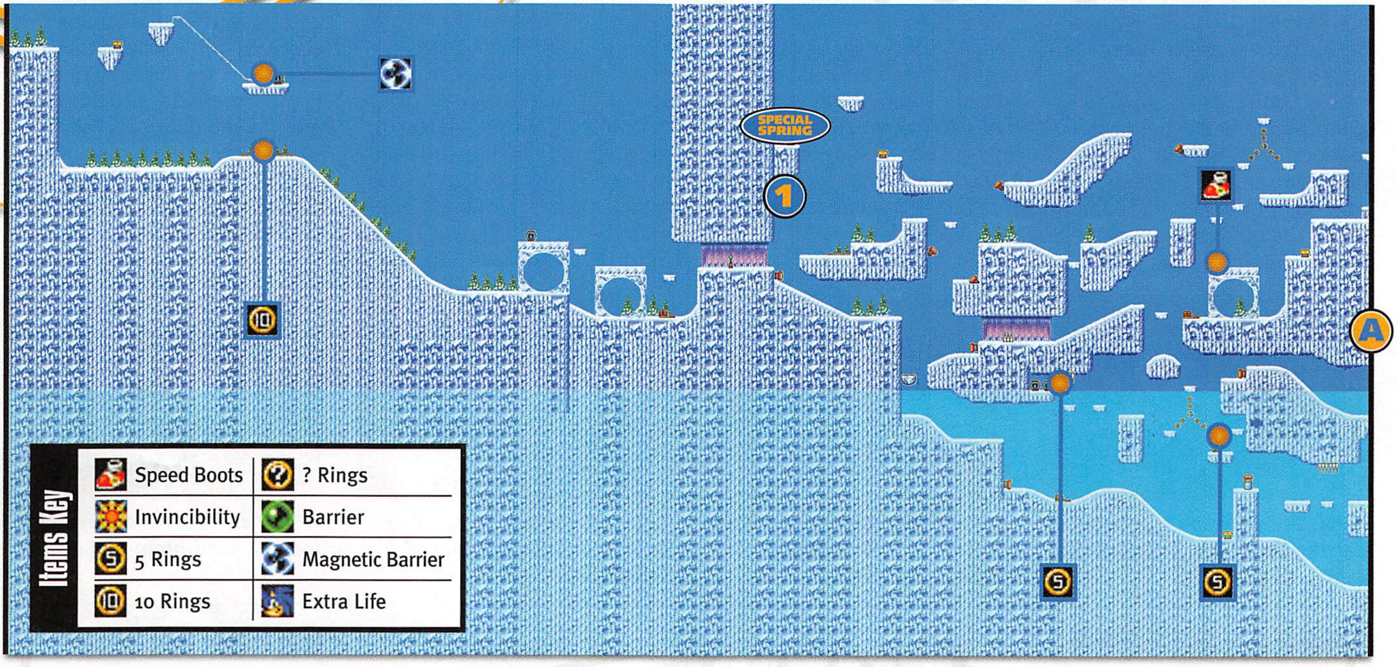
CASINOPARADISEZONE

Ice Mountain Zone

Act 4 One

Level Overview

The Ice Mountain Zone brings water to the mix, adding yet another hazard into the wonderful world of *Sonic*. If you're underwater for too long (18 seconds to be exact), you'll see a five-second timer appear over you characters' head. If you don't get air before the timer runs out, you'll lose a life. The **Special Spring** is toward the beginning of the stage, as marked on our map.



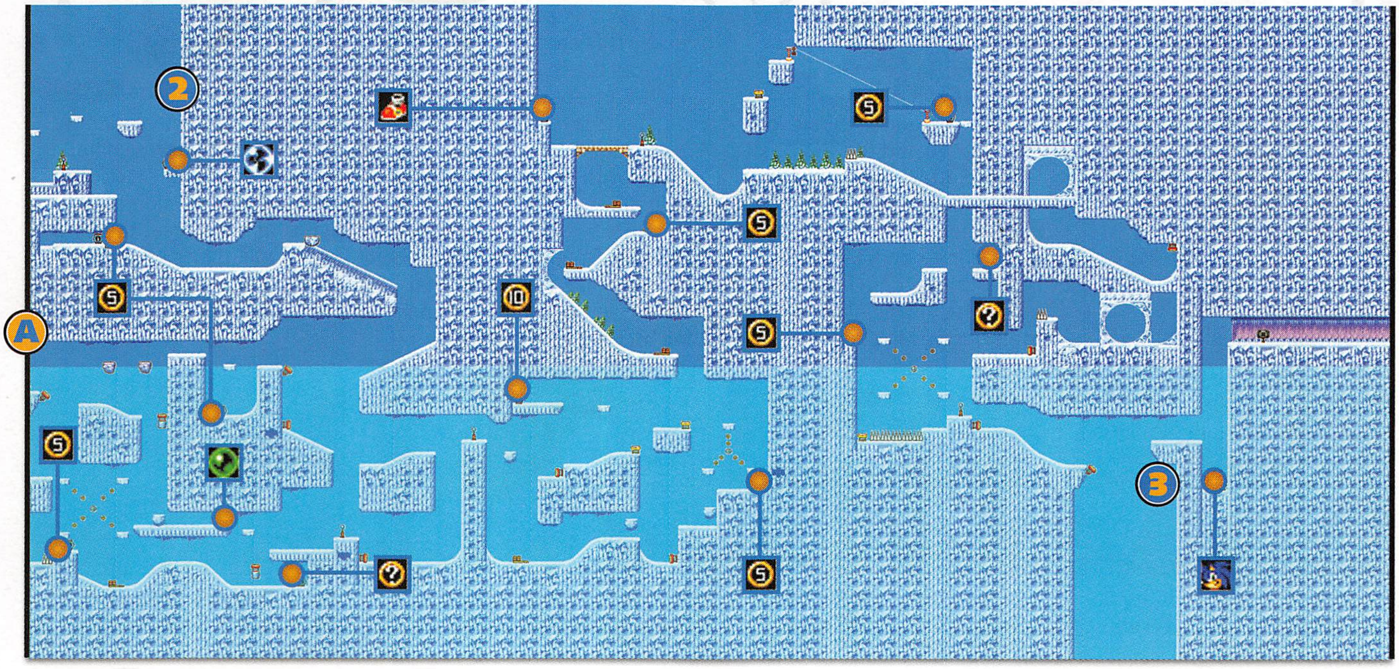
Items Key

Speed Boots	? Rings
Invincibility	Barrier
5 Rings	Magnetic Barrier
10 Rings	Extra Life

① The safest way to access this **Special Spring** is to use Tails and his flying ability. Use the ledge to the right for access.

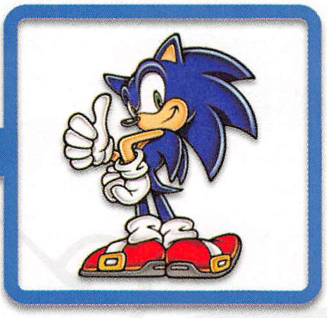
② This **Magnetic Barrier** is one of the most important items on the map. Use the nearby spring-pads to grab it.

③ Make sure to grab this **Extra Life** alongside the spring-pad right before the exit. It's the only one on the stage, and it's easy to get.

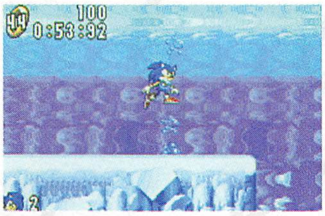


Sonic the Hedgehog

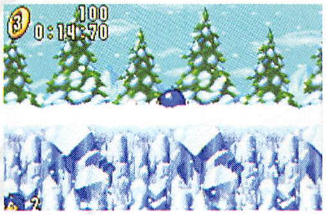
Strategy



- There are several new hazards to watch out for in the Ice Mountain Zone, but the most important one is the water. Remember that you only get 18 seconds of air before your character goes into the "5-second warning" phase. During that time, you either need to surface for air, or find a bubble pocket down below. *(Note: Bubble pockets are placed every 25 feet or so, so you never have to look very hard.)*
- Another thing you'll notice is that when you're in deep snow, you won't be able to accumulate speed. This isn't crucial unless you're playing Vs. Mode with the Race option selected, but it's worth noting.



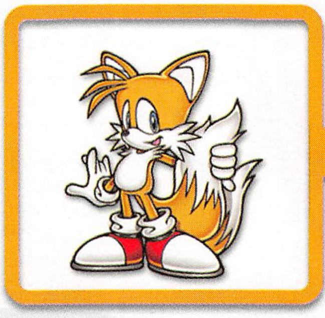
Scan for bubble pockets like this one when you run low on air.



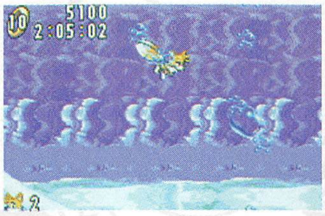
You won't be able to Spin Dash very well in this deep snow.

Miles "Tails" Prower

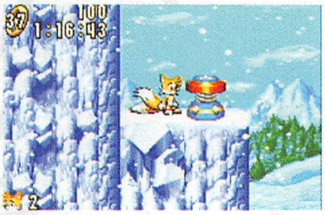
Strategy



- Once again, Tails proves why he's clearly the most useful character in this game. Not only is he the only character who can fly through the air using his Propeller Flying skill, but he's also the only character who can fully control himself underwater using his Swimming ability. There's little worry of running out of water when you can simply swim to the surface whenever you want. Ahh, the glory of Tails!
- It's possible to use the adjacent spring-pads to reach the Special Spring with any of the characters, but since you're going to need a few tries to get this Chaos Emerald, it's best to use Tails for repeat attempts.



Tails' swimming ability makes him the perfect character for this stage.

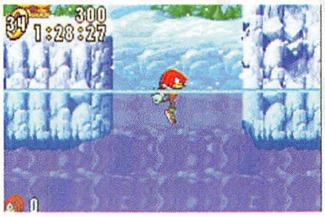


Get up to the Special Spring using Tails' Propeller Flying ability.

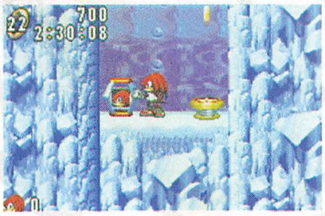
Knuckles the Echidna

Strategy

- Although Knuckles doesn't swim, he has two aqua-based abilities that place him right behind Tails as the second most controllable character underwater. His first underwater skill is a modified Dash Glide where instead of sliding, Knuckles swims. The problem is that you can't swim vertically, and you're constantly travelling somewhat downward as you execute it. The second move is his tread water technique, which only occurs if you get Knuckles up to the surface (using a spring pad, or maybe a moving platform). This is helpful for the final boss, but useless anywhere else in this zone.



Knuckles is the only character with the ability to tread water.

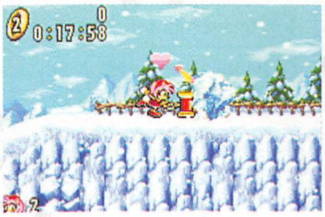


Don't miss this Extra Life at the very end of the stage.

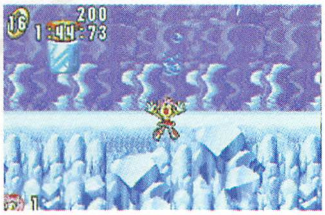
Amy Rose

Strategy

- Since Amy is the slowest-moving all of all four characters, her movement underwater is borderline unbearable. It feels like she's in molasses. Try to remain on the upper section of this map for as long as possible. If you're forced underwater, pay special attention to the 18-second rule.
- Amy's Hammer Attack helps when you stumble across snow drifts. Just give 'em a quick whack to reveal either a hidden item or a hidden spring.
- Did you know that Amy is Sonic's girlfriend? Although Sonic never agreed to go out with her, she took up the position herself. Interesting....



Whenever you see a large snow drift, make sure to crack it open.



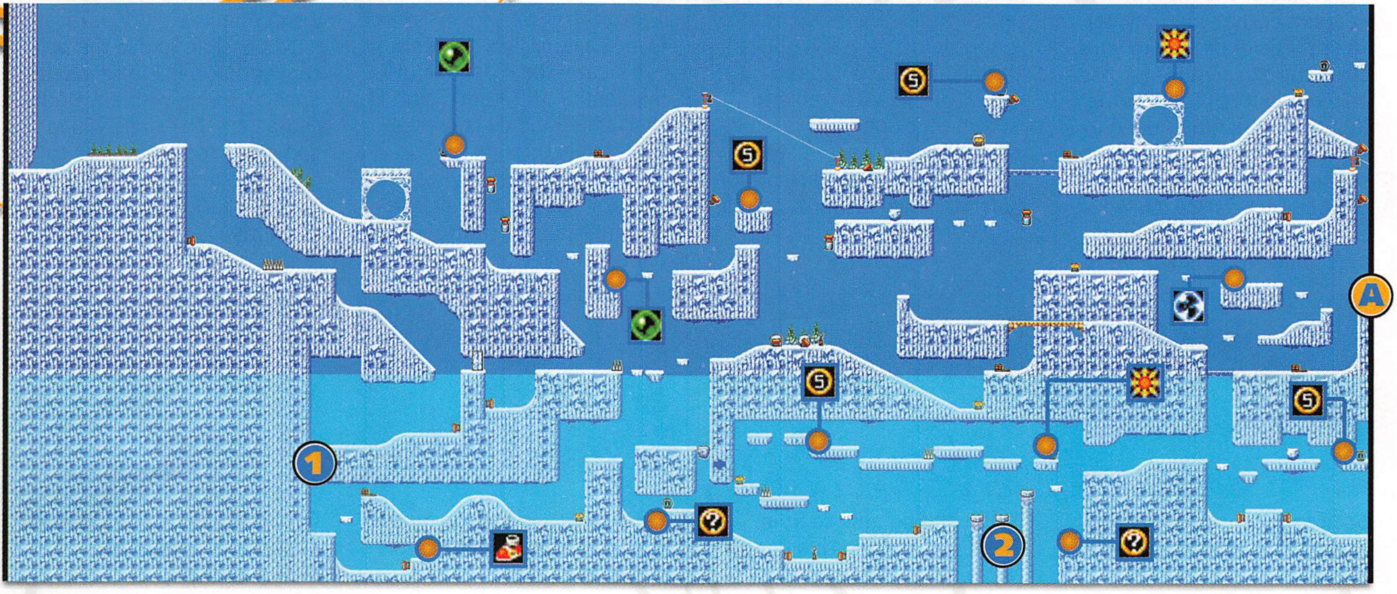
If you remember the 18-second rule, you'll never run out of air.

Ice Mountain Zone

Act 4 Two

Level Overview

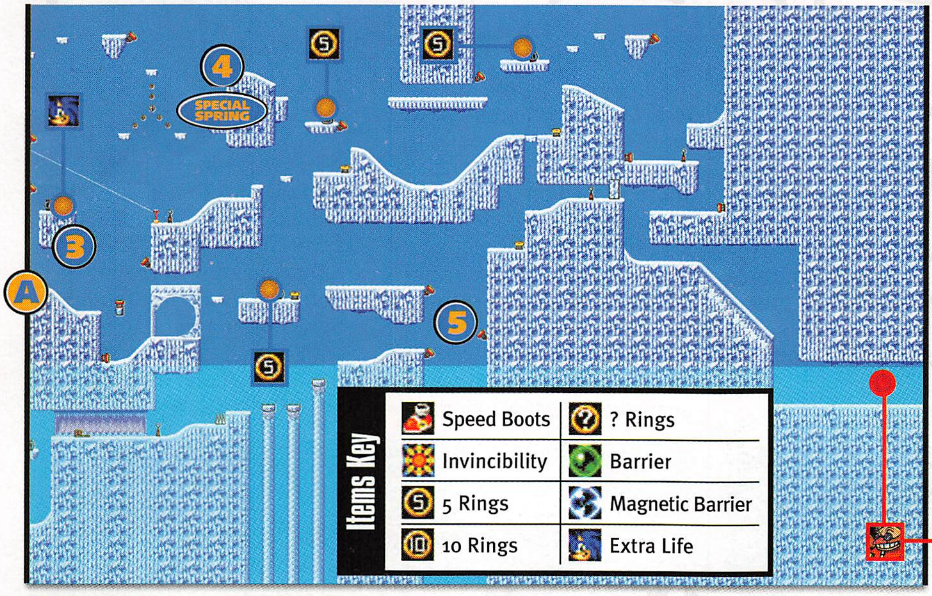
Only about one-fourth of the level is covered in water, which means you won't spend nearly as much time searching for air bubble outlets. The boss battle with the Drilling Machine isn't too hard, but it's much easier if you have a character who can swim (Tails, or to a lesser degree, Knuckles). Also note that Acts I and II of the Ice Mountain Zone both contain **Special Springs**.



① This passage leads below, but it also houses some fish enemies to watch out for. Just be prepared to jump when they surface.

② Use the three platforms to get past the voids. Ride them all the way to the top before jumping to the next platform.

③ This **Extra Life** can only be accessed from the top (or if you're using Tails). It's not a big deal at this point, but worth noting.



Items Key

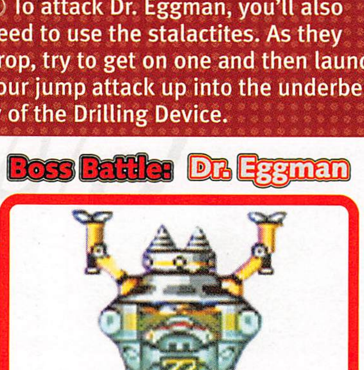
Speed Boots	? Rings
Invincibility	Barrier
5 Rings	Magnetic Barrier
10 Rings	Extra Life

④ This **Special Spring** is accessible by any character if you use the large spinning wheel to the left.

⑤ This group of vertically mounted spring-pads will bounce you up to the top, above this giant void.

① First and foremost, this battle takes place underwater. Not only will you have to worry about attacking Dr. Eggman's Drilling Device, but you'll also need to be aware of how much air you've got left, and when you'll need to surface to replenish your supply. To get more air, use one of the stalactites that drops from the ceiling as a stepping stone to the surface.
② To attack Dr. Eggman, you'll also need to use the stalactites. As they drop, try to get on one and then launch your jump attack up into the underbelly of the Drilling Device.

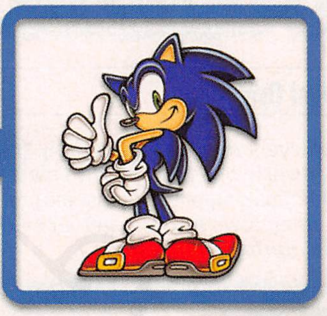
Boss Battle: Dr. Eggman



Health: 8 hits

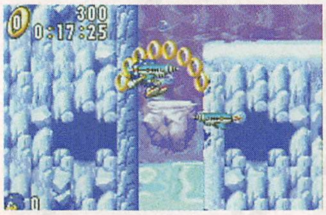
ICEMOUNTAINZONE

Sonic the Hedgehog

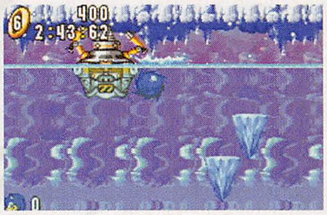


Strategy

- The Drilling Machine itself has no attacks, but this remains one of the more difficult battles merely because it takes place underwater. *(Note: Not only is your movement slowed down considerably, but you have to worry about your air supply as well.)* Use the small stalactites as jump-pads to get the extra height needed to attack the Drilling Machine, and just to be safe, use every other stalactite to refill your air supply. The only way you can take damage is by hitting the underside of one of the pointy stalactites, or by hitting the side of the Drilling Machine when you're not in Ball Mode. Once you get used to riding the stalactites, this battle is yours.

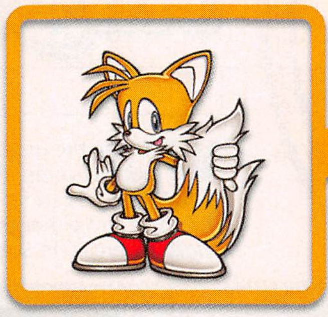


Be aware that these Drillsharks attack without warning.



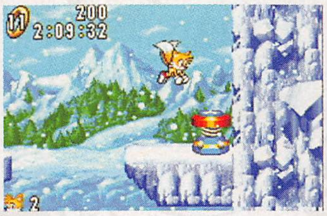
Remember that you need to surface for air, as well as attack.

Miles "Tails" Prower

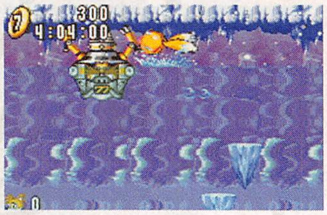


Strategy

- Although you already accessed the Special Spring in Act I, don't let it fool you into thinking there won't be one on this stage as well. Actually, this is the ONLY zone that has two Special Springs, one in Act I and one in Act II. Luckily, this Special Spring is easily reached with any of the four characters by using the three-spoked wheel directly to the left of it (see map). Just hop on the wheel, and jump over!
- Versus Dr. Eggman, Tails should use the same techniques as Sonic for attacking the Drilling Machine. The only difference with Tails is that he can doggie-paddle up to the surface if he needs air, whereas Sonic needed to use the stalactites.



This is the only zone with two Special Springs (Act I & Act II).

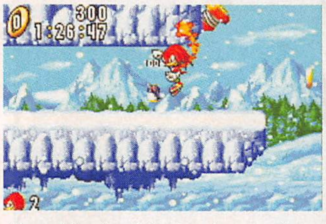


Use the stalagmites to get the extra height needed to attack.

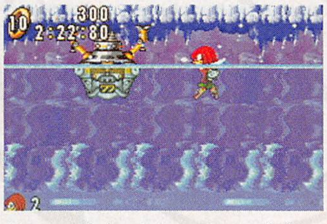
Knuckles the Echidna

Strategy

- As usual, Knuckles' Dash Glide works well for covering a lot of area quickly. If you're trying to collect rings, however, don't use the glide.
- For the most part, Knuckles should fight Dr. Eggman's Drilling Machine using the same techniques as Sonic. The only real adjustment is needed when Knuckles surfaces for air. Because he'll naturally go into the "tread water" animation, you'll need to move down and away from the Drilling Machine before it touches you. If it does touch you while you're in this position, you'll take damage. *(Note: The easiest way to cancel is to jump while holding the down arrow on your control pad.)*



Knuckles' 3-hit Combo works wonders against Penguins.

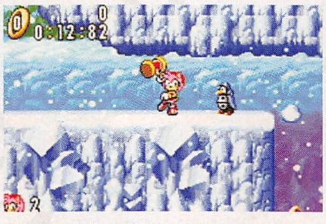


Be careful not to get stuck in the vulnerable "tread water" position.

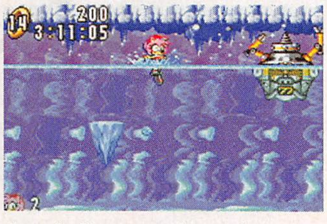
Amy Rose

Strategy

- As usual, Amy has quite a bit of trouble with this stage. Remember to use her Hammer Whirl often!
- Amy's Piko Piko Hammer makes her the best character (by *far*) for taking out the Drilling Machine. She can use her Hammer Jump to surface for air (without the use of stalactites), and inflict damage with her standard Hammer Attack at the very peak of her jump (also without the use of stalactites). So basically, just keep Jump Attacking the bottom of the Drilling Machine until you can rack up eight hits. About halfway through your flurry of attacks, stop and do a Hammer Jump to break through the surface of the water and resupply your air.



Amy's Piko Piko Hammer takes out Penguins with ease.



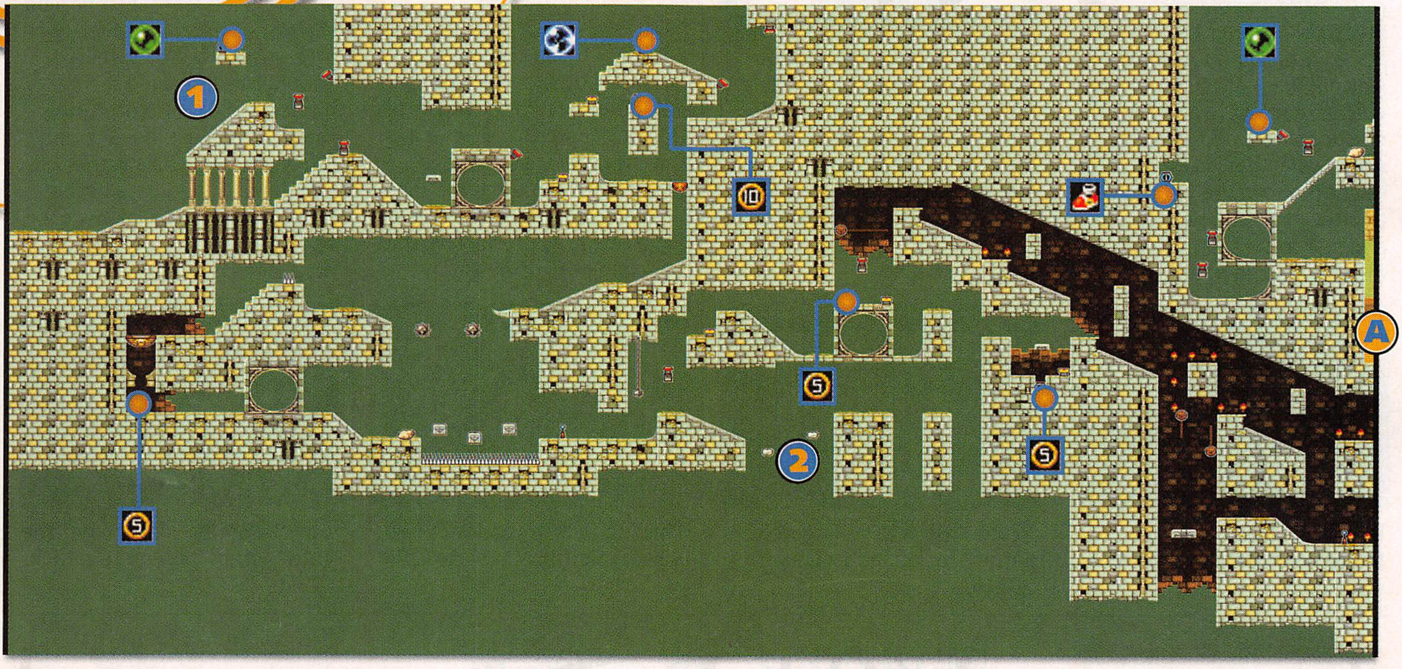
Amy's Hammer Jump lets her surface for air without any help.

Angel Island Zone

Level Overview

Act 5 One

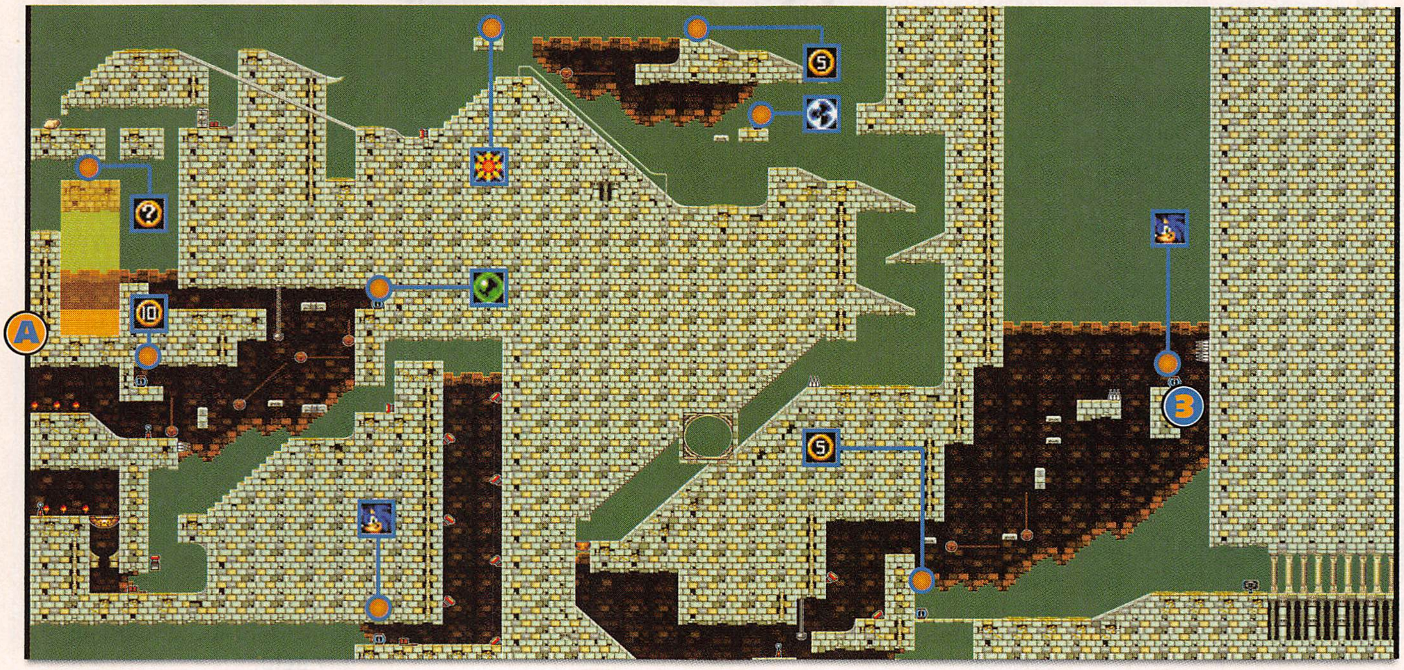
Whereas the first few levels were almost entirely "real ground" with only a few bottomless voids, this level is one big void with pieces of floating land scattered about. Just be careful when making blind jumps, and remember you can hold down the R Button and either the up or down arrow to get an extended view of your surroundings. (***Note****: There is no* ***Special Spring*** *on this stage.)*



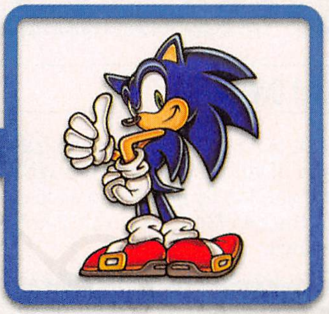
① To access this **Barrier**, just bounce off the two nearby spring-pads. It might take a few attempts, but the jump is possible.

② Each of these three moving platforms needs to be hit to get across this monstrous void.

③ This **Extra Life** is hidden, but not difficult to grab. You'll need to traverse a few wheels and platforms to get it.

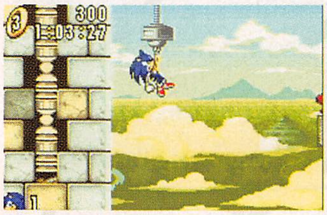


Sonic the Hedgehog

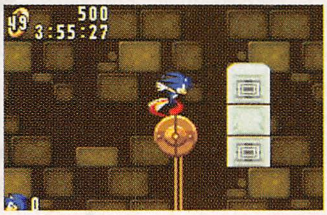


Strategy

- This level is absolutely stuffed with bottomless pits and voids, and is one of the main reasons why you'll need a decent number of Extra Lives when you get this far in the game. For the most part, take this level at a slower pace than normal, and you won't fall into holes or miss easy jumps. Half of the jumps in this level are "blind," meaning you really won't see where you're landing until it's too late. If you have the choice to go high or low, always take the high route.
- There are two Extra Lives on this stage, both of which are easy to get. Note their locations on our map and make it a point to grab them.

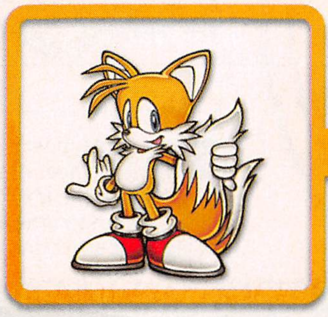


Use these helpful latches to whisk you up to higher levels.



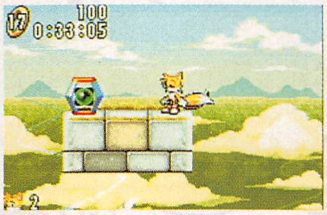
These rotating wheels need to be spun in their slots in order to move them.

Miles "Tails" Prower

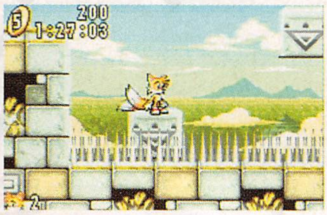


Strategy

- There are two secrets for Tails on this stage, both of them involving a power-up item. The first one is the standard Barrier in the very beginning of the stage. Since it's way up on a platform, only Tails can grab it. The second is a Magnetic Barrier, on another high platform (about halfway through the map).
- The one great thing about Tails is that even if you're stuck down in a part of the stage where you'd rather not be, you can always use the Propeller Flying skill and get back to the highest point of the level in only a few seconds. Ah yes, the wonderful world of Tails.



This Barrier is hidden in the very beginning of the stage. Grab it!

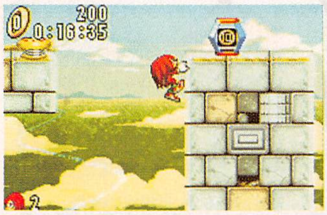


These blocks continually lower, so jump quickly or you'll be stuck.

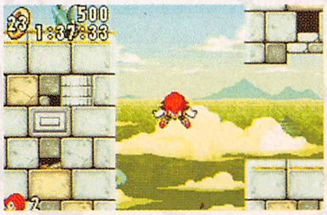
Knuckles the Echidna

Strategy

- This little Echidna loves crawling around and getting into trouble. There are a few spots where some decent ring bonuses are only a 10-foot climb away (see picture below on left), and a few others that serve as really great shortcuts if you're into the whole "speed" thing. When used in combination with his Dash Glide, it's truly a great way to explore the level.
- Of special note to all characters are some of the newer situations to interact with in this area. There will be things like the air shaft shown in the picture below to the right, and also some wheels that need to be spun at fast rates in order to be moved.



Knuckles' climbing ability makes many sections much easier.

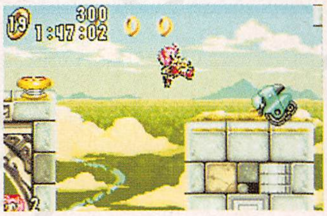


Certain shafts have gusts of air that keep you out of trouble.

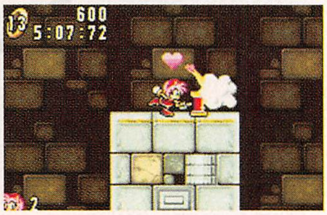
Amy Rose

Strategy

- Believe it or not, Amy doesn't suffer any more than anyone else on this stage. Since there are so many pits and double jumps, speed really isn't an issue here. One of the other cool things is that there are only three or four power-ups that aren't accessible by Amy. And for the first time, she can grab ALL of the Extra Lives! No kidding!
- The only thing Amy has a little trouble with on both Angel Island Zone Acts I and II are the loops. Since she can't roll into a ball, she doesn't carry any speed through them. This prevents her from making large jumps after the loop, but it won't affect your ability to complete the level with her.



Amy suffers from a major speed loss after taking loops or ramps.



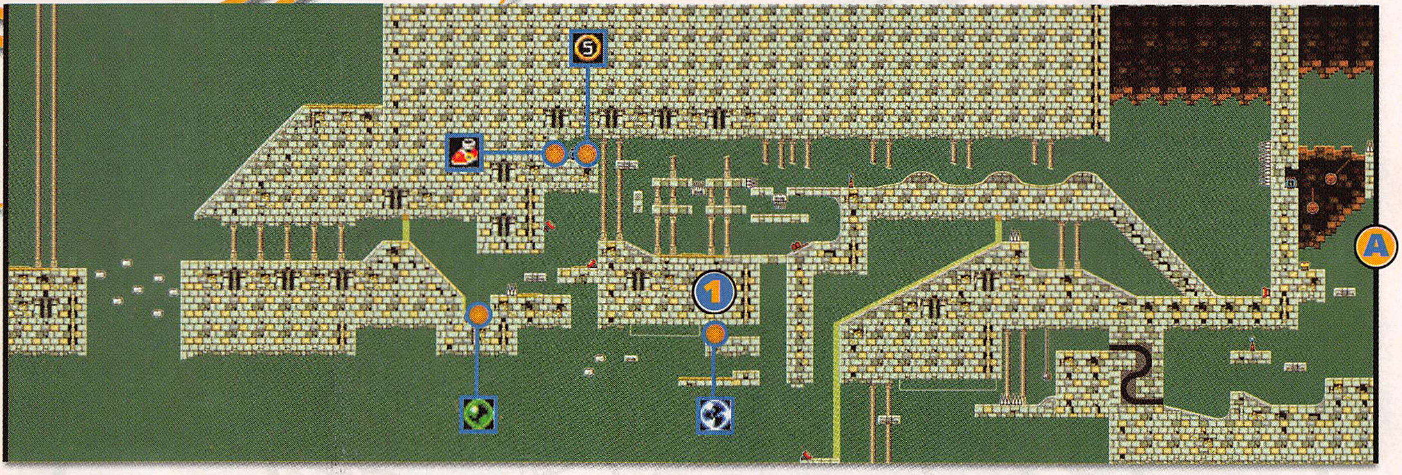
The Extra Life at the end of the stage is accessible even by Amy.

Angel Island Zone

Act 5 Two

Level Overview

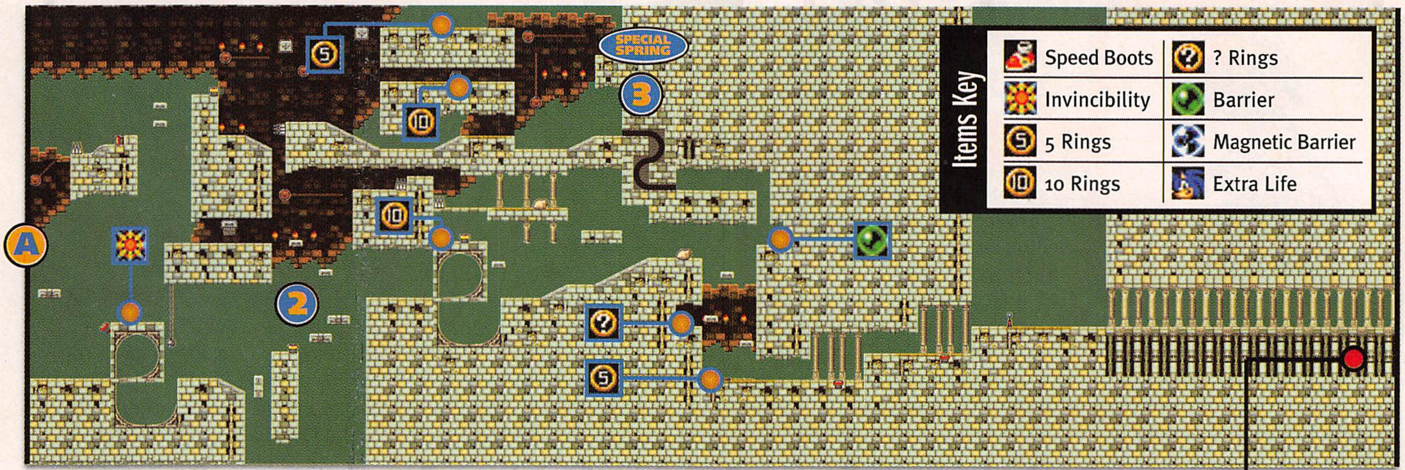
This is the most difficult level so far, primarily because of its tricky enemies mixed in with the sheer quantity of voids scattered throughout. The **Special Spring** is about 3/4 through the level, and you'll only be able to access it from the ledge directly to its left. The boss battle with the two Mecha Knuckles isn't easy, so make sure to go in with at least a Barrier and 50 rings.



① This **Magnetic Barrier** isn't critical to complete the level, but it's helpful if your mission is to collect tons of rings.

② Don't zip through this area! Take your time, and jump on each platform separately.

③ This **Special Spring** is only accessible from the ledge over to the left. Make sure to get a nice running start before you jump!



Items Key

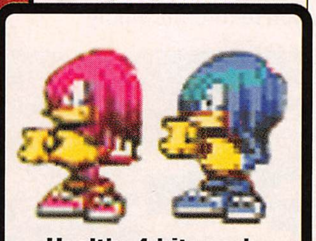
Speed Boots	? Rings
Invincibility	Barrier
5 Rings	Magnetic Barrier
10 Rings	Extra Life

- This is the first (and only) boss battle where you aren't fighting Dr. Eggman in one of his machines. Instead, you're fighting two of his evil robots modeled after Knuckles. Each robot takes four clean hits to kill, although both of them block hits if you attack at the wrong times.

① The first (pink) Knuckles only attacks with the Spin Dash and the Dash Glide. The easiest way to take him out is to time his Spin Dashes, then attack when you see the opening.

② The second (blue) Knuckles is much harder, and uses both the Spin Dash and the Dash Glide in addition to a Super Missile Attack. The missiles it shoots are guided, and it tends to shoot four of them at a time. Your only hope is to rush blue knuckles during this mode and hope you can keep at least one ring on hand at all times.

Boss Battle:

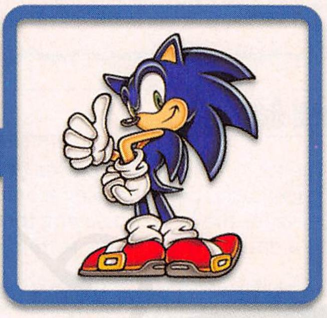


Health: 4 hits each

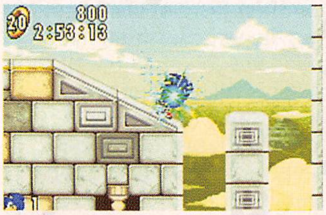
Mecha Knuckles

Sonic the Hedgehog

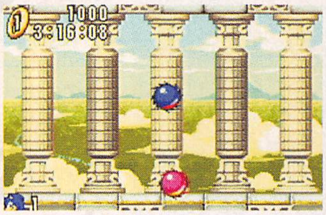
Strategy



- Sonic needs to play this level very cautiously, much like Amy. Neither character has any movement-based special abilities, although levels like this one make us wish they did.
- Against the two evil robots, Sonic needs to use his standard Jump Attack. It's a long battle with Sonic, because you're pretty much forced into waiting until the first (pink) robot stops using its Spin Dash before you can attack. And with the second (blue) robot, you'll need to time the homing missiles and learn to jump over them. It's not difficult if you stand in one place and let them go blazing past you. Just have a few rings on hand just in case.



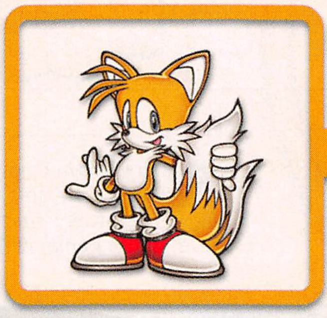
Take your time around voids, or you'll die on simple jumps like this.



Jump over the Spin Dash and attack when the robot is standing.

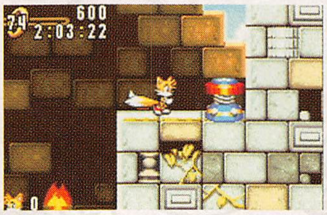
Miles "Tails" Prower

Strategy

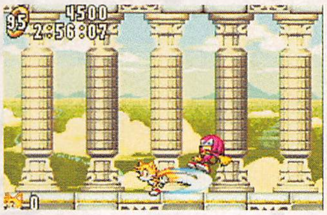


- Once again, you'll need to play Tails to repeatedly access the Special Spring.
- Tails should use his Tail Attack almost exclusively during this boss battle. The best thing about the Tail Attack is that it's swift, and you can be a good distance away when you execute it. The trick is to "crowd" both the blue and pink robots, which basically keeps them from attacking. It goes like this:

❶ Jump over the Spin Dash, or duck under the Dash Glide.
❷ Wait until the robot stands fully upright, and then use the Tail Attack.
❸ Stir and repeat. With these three steps you shouldn't have a problem.



Look for the this Special Spring in the upper right-hand quadrant.

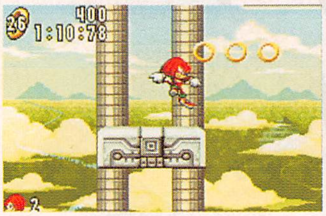


Use the Tail Attack (at close range) to inflict damage.

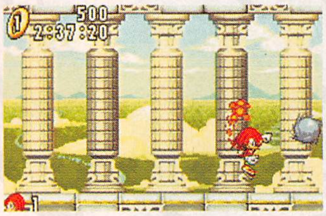
Knuckles the Echidna

Strategy

- Knuckles should use his Dash Glide when in doubt about an area off-screen. In other words, it pays to glide slowly instead of jumping blindly ahead.
- Knuckles really shows the strength of his 3-hit Combo against these two evil robots. If you can get either of the two (or both) robots cornered, just go into your 3-hit Combo string over and over again. Not only will you lock up the robot and prevent him from attacking, but you'll also be able to stay away from those annoying guided missile attacks that the blue robot uses. You might take a hit or two, but as long as you keep at least one ring on hand, you're good to go.



Use the Dash Glide to traverse these moving platforms.

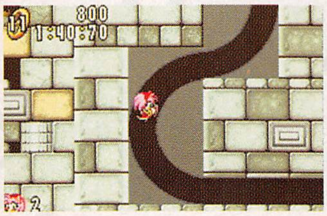


Knuckles should go into a continual 3-hit Combo to win this battle.

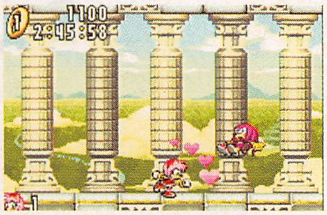
Amy Rose

Strategy

- As with 5-1, take your time when progressing through this stage, and you'll do fine.
- Amy has a good ol' time with this boss, proving once again that her Piko Piko Hammer is capable of much more than just smashing boxes or rocks. If you attack from close range, you can get both the pink and blue robots in a sort of "stun lock" where you just keep hitting them over and over again until they explode. The trick is to take damage early, grab a few rings, then start pounding on the robots while you're flashing. Remember that the robots take four-hits each, and also that the hits don't count when you see the block animation.



Amy only goes into Ball Mode when she's totally forced into it.



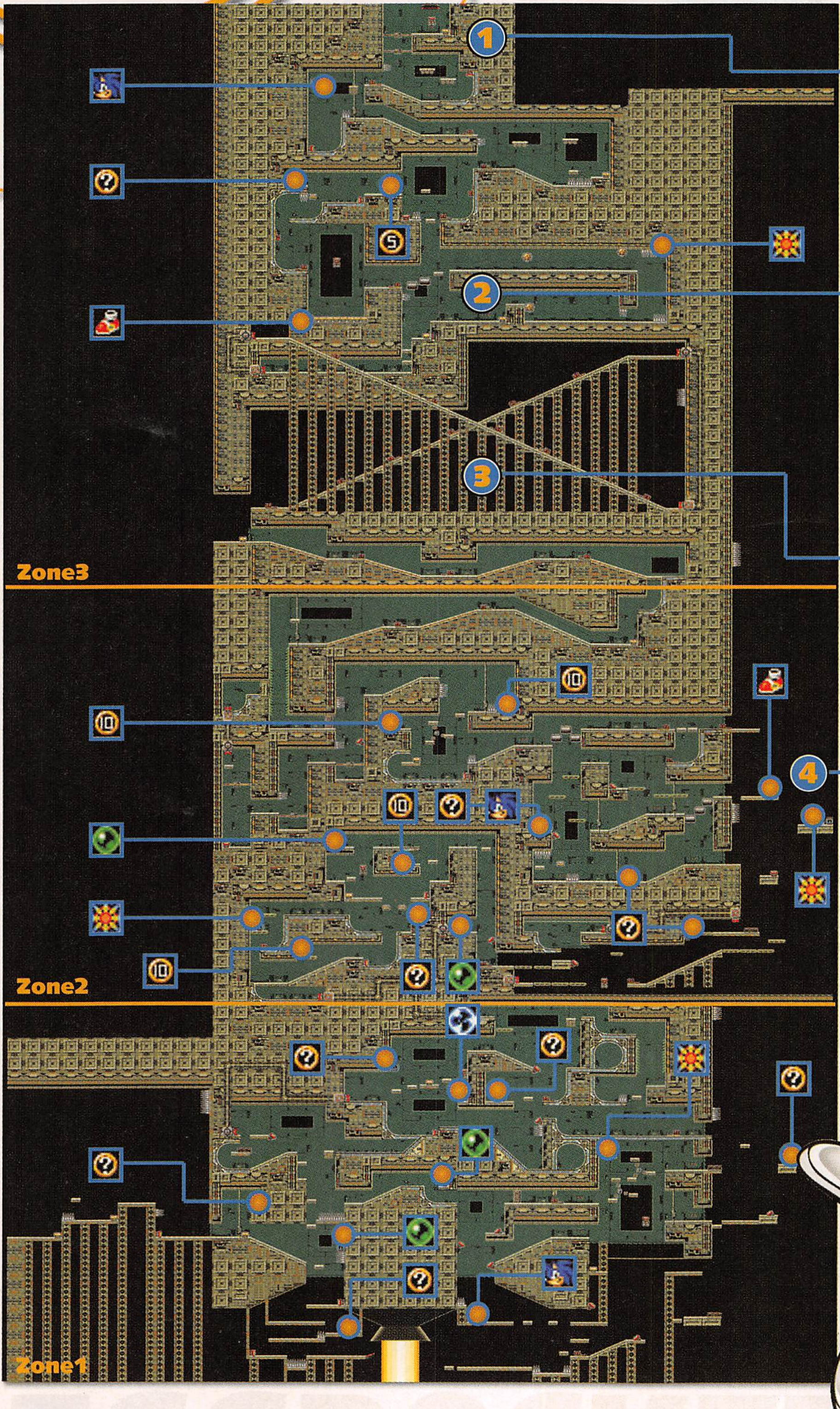
Both robots are easily destroyed with Amy's Hammer Attack.

Egg Rocket Zone

Level Overview

Act 6 One

As you move toward the top of this rocket, pieces of the level will fall off and you will NOT be able to backtrack. Therefore, we recommend grabbing all your goodies as you see them, and hoping for the best. No saving those Barriers! This is the hardest level in the game, without a doubt. *(**Note**: There is no **Special Spring** on this stage.)*



① After grabbing the last **Extra Life** toward the very top of this rocket, you'll only have to move about three more rooms to get to the end of the stage. To complete the level, shoot up onto the roof of the rocket by hitting the spring below the large opening.

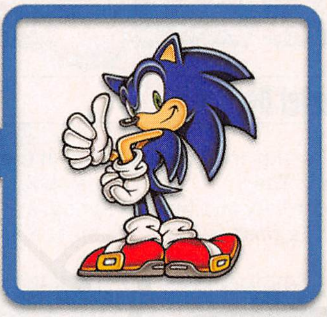
② This is your first taste of inversion, where the gravity switches from normal to reverse, and you end up walking on the ceiling. All of the other controls are the same (right is still right, and left is left). Just remember that your jumps are inverted also. Oh yeah, and watch out for the spikes next to the **Invincibility** box!

③ The entire bottom half of this area is automated. You pretty much just roll up into a ball, hit the first spring accelerator, and roll on up to the top.

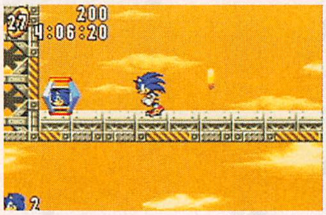
④ This **Invincibility** box is hanging over a giant void, and is only safely accessible by Tails. (Remember that once you cross the orange lines on our map, the previous chunks of the rocket disengage from the main section.) The easiest way to get the invincibility is to simply leap from the platform to the left, and use the Propeller Flying skill to hover across the void.

Sonic the Hedgehog

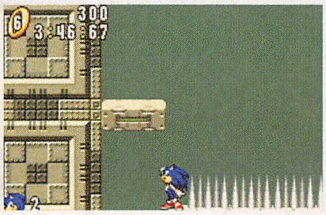
Strategy



- After you get past the first orange line on our map, you're awarded five minutes to climb up to the next one. After that, you only have five minutes to get to the end of the stage. Although the level looks small on paper and you're probably thinking it won't be much of a problem, be careful with your pacing, or you'll end up losing lives. Sonic does reasonably well with this because he can morph into Ball Mode and move quickly.
- Once you pass those orange lines, you won't be able to backtrack. In fact, the lower sections of the rocket will completely detach, turning the bottom of the stage into a giant void.



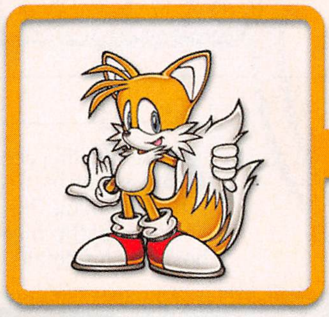
Even Sonic can grab this Extra Life. Just use the floating platforms.



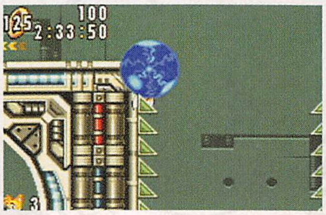
This ledge makes one of the hardest jumps on the level possible.

Miles "Tails" Prower

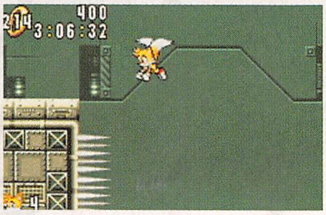
Strategy



- Believe it or not, Tails has just as difficult a time as all three other characters on this stage. The main reason is because the level works vertically, instead of horizontally. There are few places where the Propeller Flying really comes in handy, and even fewer places where it actually makes it easier.
- When playing Tails, pay special attention to the item icons placed on the map. Not only can Tails get the three regular Extra Lives, but he can also get at least two more by collecting 200 rings. There are 300+ rings on this stage, but 200 is a more reasonable goal.



These small green bumpers will only push you in one direction.

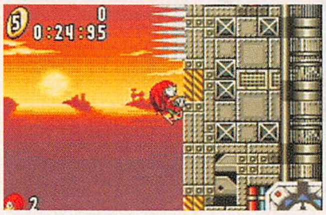


Use the Propeller Flying skill instead of trying to make difficult jumps.

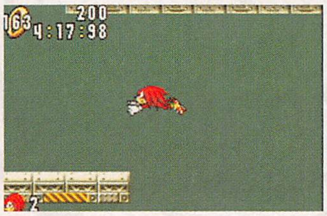
Knuckles the Echidna

Strategy

- Knuckles fares well on this stage, primarily because of his Dash Glide and Climbing ability. If there's too big a gap to cross, whip out the Dash Glide. If there's a steep wall or obstruction in the way, whip out his Climbing skill. Mix the two together, and you've got 99 percent of the level covered.
- Remember that you can move both directions with the Dash Glide, and you can switch and float down at any time. If you keep switching from side to side, you can lower yourself almost straight down at a very controllable speed. (This is much better than crashing into a wall of spikes or a void.)



We tried climbing up the side of the rocket, with no success.

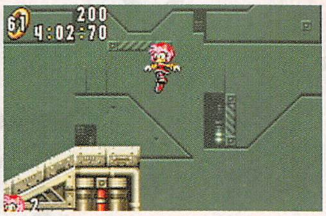


As usual, Knuckles' Dash Glide is great for crossing large gaps.

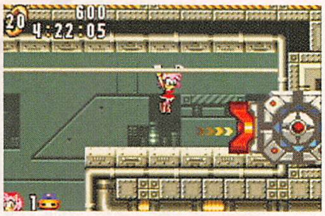
Amy Rose

Strategy

- Amy's biggest problem on this stage are the enemies. They're not placed in wacky places or anything, but rather where any of the other three characters would make quick work of them in Ball Mode. Because of this, you'll need to use the Piko Piko Hammer Attack more often than usual, and it will begin to feel like this level is taking forever. Just be aware of the time limits in the upper sections of the rocket, and keep moving forward. You lose a life after the clock reaches 9:59.
- There are five Barriers on this level, and most of them are on the bottom half where all the trouble is. Don't be afraid to backtrack a few steps to grab one if you need it.



When in doubt, use Amy's Hammer Jump to get that extra height.



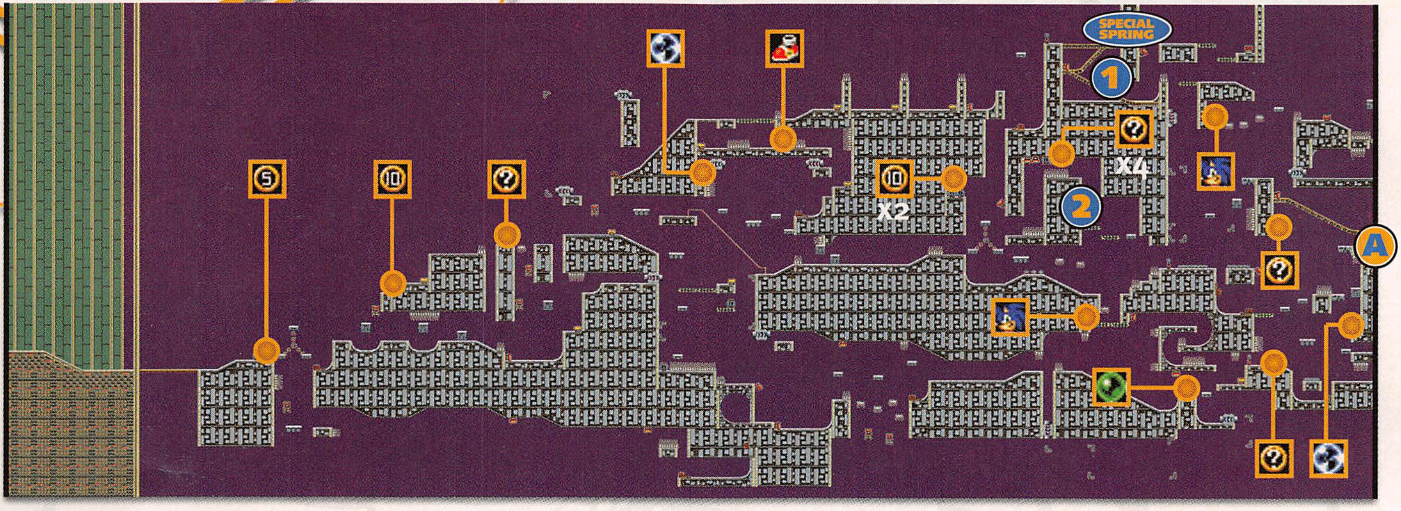
Swing down from this bar into this tube. It's a real nice shortcut.

Cosmic Angel Zone

Level Overview

Act 6 Two

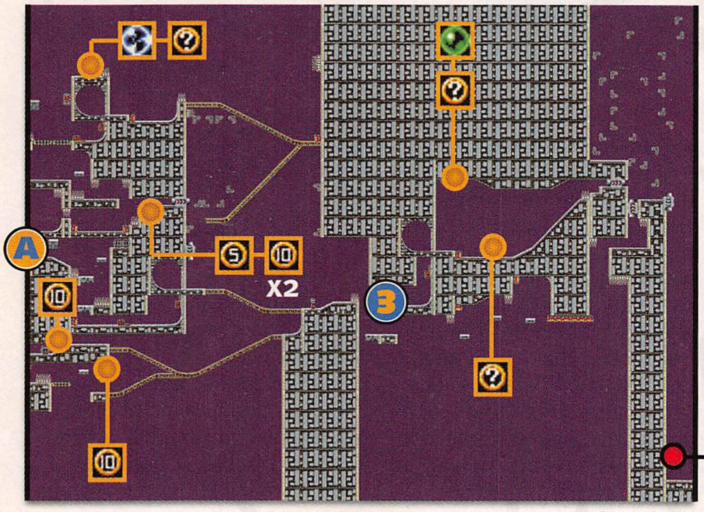
After dealing with the only truly difficult level in the game (Act I), Cosmic Angel Zone is a walk in the park. The **Special Spring** is about 3/4 through the level toward the top of the map. This is the very last Special Spring, and it houses the 7th Chaos Emerald. The boss battle with Dr. Eggman is by far the most difficult in the game, so check our boss box for details.



① Any character can get to this **Special Spring**. Just take the high path from the beginning of the stage.

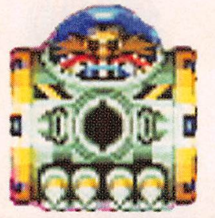
② Although four **? Boxes** doesn't look all that great, remember that you can get a maximum of 40 rings per box.

③ You can either go high or low at this point. Both routes lead to the boss, but the high path has more rings.



Boss Battle:

Since this battle is so difficult, we've broken this section down into only the general tips. Please read each character's strategy box for specific methods on how to win.



Health: 8 hits

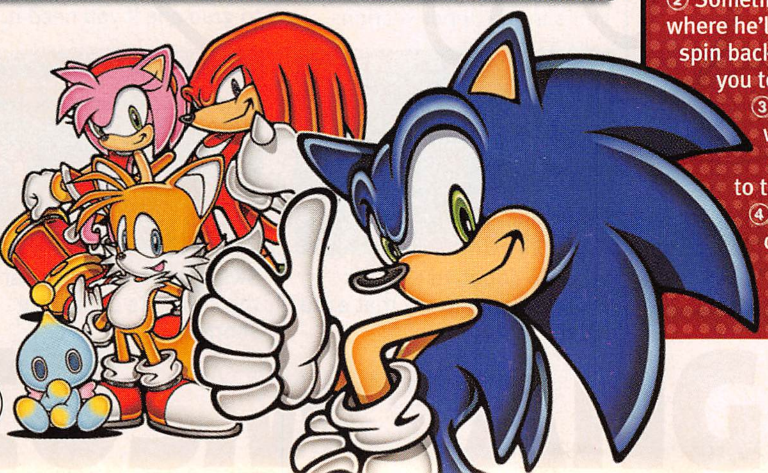
Dr. Eggman

① The floor in this room acts much like a suspension bridge. It's very solid toward the sides, but in the middle it dips when there's too much weight present. This is all fine and dandy until you try to jump. If you're in the center of the room, you'll quickly find out that your jump will be only half of its original height. This is why we recommend attacking from the sides.

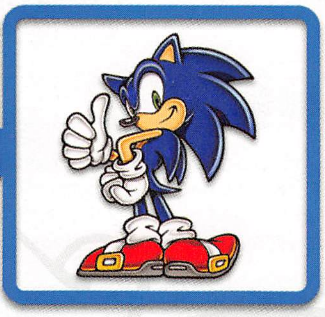
② Sometimes Dr. Eggman does the "fakeout" maneuver, where he'll spin over for only one moment, and then quickly spin back, showing his spikes. Obviously, he's trying to get you to jump on his spiky underbelly, so be extra cautious.

③ Dr. Eggman's projectiles are very precise, heading wherever your character is when they leave his vehicle. They aren't homing shots, but they will go to the exact location where you're standing.

④ It's important to jump HARD on the bridge to flip over Dr. Eggman's pod. You need to be close to do this, but be careful not to get too close! Try to time your "flips" when there are no projectiles present.

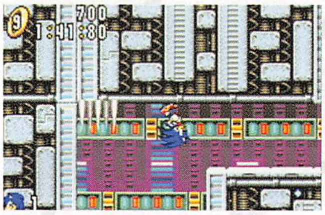


Sonic the Hedgehog

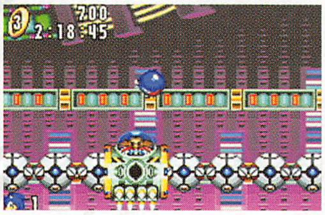


Strategy

- Your only method of attack against Dr. Eggman is the standard Jump Attack. Whenever you see the machine flip over and reveal the glass top, give it a good whack and then jump away. The trick is to make sure that you rebound far enough away from the machine. Depending on where you jump and how much height you get, your rebounds will always be different.
- When the machine starts speeding up toward the end, stay toward either the right or left end so you only have to do a single jump to dodge it. Also remember that your jumps will be "standard power" from the edges of the screens, where there's no arching or bowing.

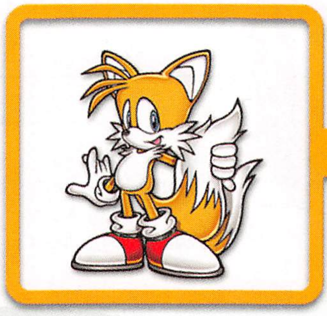


Prepare to have the level inverted at spontaneous intervals.



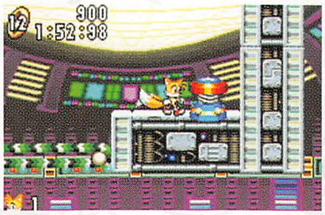
When Dr. Eggman flips his pod over, attack quickly.

Miles "Tails" Prower

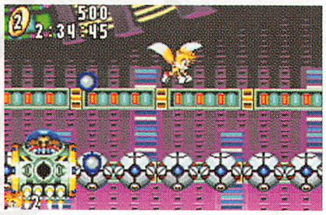


Strategy

- Just like Sonic, Tails' only useful attack against Dr. Eggman is the standard Jump Attack. Time the hits well, and make sure to calculate in the rebound. (Dr. Eggman flips back to his spikes the millisecond after you hit.) The Tail Attack is too slow, and leaves Tails wide open for the spikes to just plow him over, so you've got no other choice.
- Dr. Eggman fires his projectiles every 12 seconds, in groups of three. His timing is exact, so if you want to dodge them easily, just fly around above him at the 12-second mark. All the shots will head toward the sky, which lets you jump over his vehicle without worrying about projectiles clogging up the bridge.



Look for the this Special Spring in the upper right-hand quadrant.

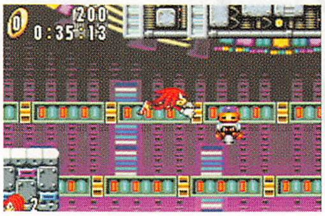


Use the standard Jump Attack (at close range) to inflict damage.

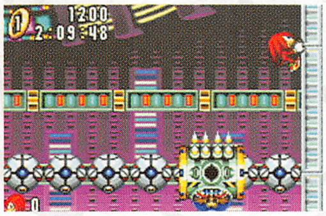
Knuckles the Echidna

Strategy

- Knuckles bowls right over this boss, and he is definitely the best character to use for this level. Not only are there two huge walls that he can use to Dash Glide back and forth, but his Climbing ability lets him stick to the wall upon each successful glide. Just hang on the wall, dodge the projectiles by gliding to the other side, then attack when Dr. Eggman is exposed. Very easy and VERY cool! We wish more boss battles had unique surroundings like this one.
- Although trying the 3-hit Combo may be tempting, don't do it. It's far too slow to hit Dr. Eggman and then have enough time to get away from the spikes.



Don't forget that the Dash Glide can be used as an attack.

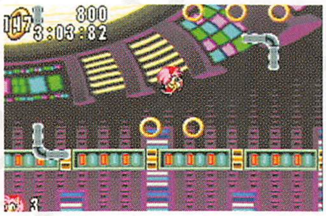


In an effort to avoid projectiles, we simply hugged the wall.

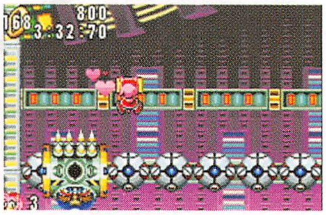
Amy Rose

Strategy

- This is another boss that Amy has a very difficult time with. Her Hammer Whirl is a great attack when she's got room to execute it, but this small area combined with a moving floor make it very difficult to connect and then rebound away with total control. The best and most important tip when fighting with Amy is to ONLY attack near the edges of the screen. This way, you can always push to one side or the other with a really good chance of not landing on the spikes.
- We tried using Amy's regular Hammer Attack, and it connected a few times, but the problem is that she takes a guaranteed hit from Dr. Eggman afterwards.



Amy only goes into Ball Mode when she's totally forced into it.



Amy's Hammer Attack isn't your best choice against Dr. Eggman.

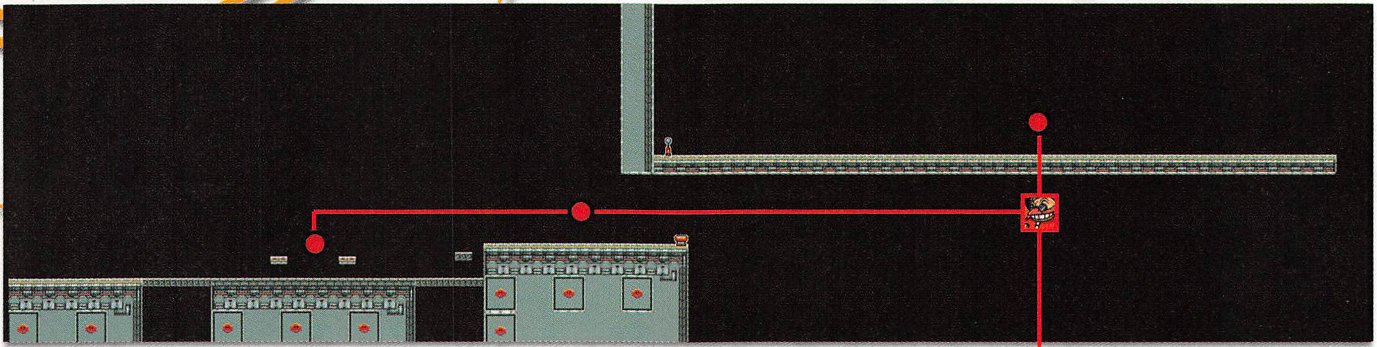
COSMICANGELZONE

X-Zone

Level Overview

Act 7 One

The X-Zone is supposed to be your final showdown with Dr. Eggman. As such, the level is a series of three boss battles. Defeat all three of Dr. Eggman's machines, and you've won! Watch the ending and pay special attention to the very last screen. *(**Note**: There are no item boxes, secrets, or **Special Springs** on this level.)*



① Boss I

If you remember the original *Sonic The Hedgehog* on the Sega Genesis, you'll probably remember the best method to defeat this boss. The best place to stand is on one of the two platforms—it makes jumping over the ball much easier. When you see an opening, dodge the large flail-like weapon, and get in hits to the main capsule.

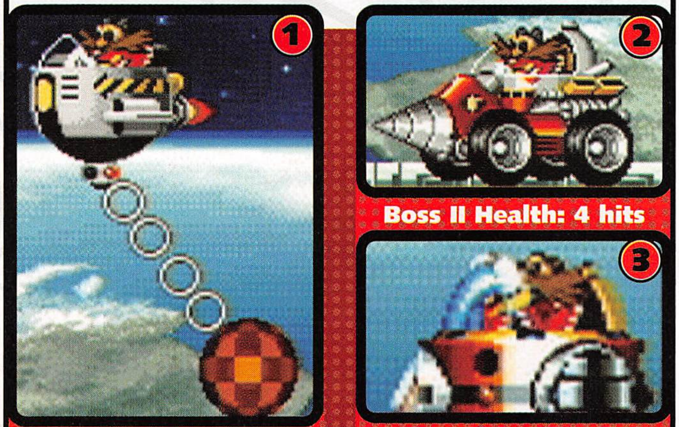
② Boss II

This goofy little Egg Car is easily destroyed, mainly because its only attack is to try and run you over. As you can guess, it's easily avoided by jumping. Attack the main capsule, and watch out for the projectile drill attack right before it explodes.

③ Boss III

Dr. Eggman's final machine is his trickiest yet. To hit it, stand right next to the machine and get ready to execute a jump attack the split second you see his capsule open. When his capsule isn't open, stay in the ducked position to avoid the laser attacks.

The Final Battle: Egg-X



Boss I Health: 4 hits

Boss II Health: 4 hits

Boss III Health: 8 hits

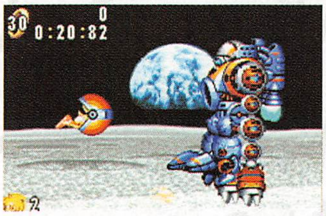
Moon Zone

This secret level is only accessible if you earn **ALL** seven Chaos Emeralds as shown in our Secrets section. Even then, only Sonic can access this level after beating the X-Zone as shown above.

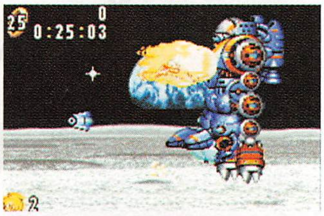
Level Overview

Secret ! Secret

- After defeating Dr. Eggman in the X-Zone with all four characters—and if you have all seven Chaos Emeralds—Sonic will transform into Super Sonic for one final boss battle on the moon!
- There's no level here, and no items. As soon as you begin, you'll be fighting Dr. Eggman's Super Egg Machine. Defeat him and see the extended ending!

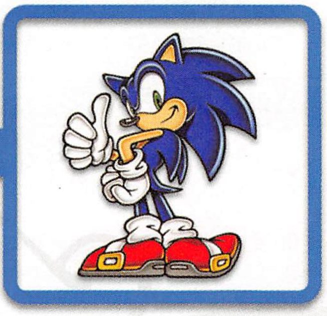


Since your rings are always ticking down as Super Sonic, the robot will attempt to trap you with these devices. Just tap on the buttons to escape!



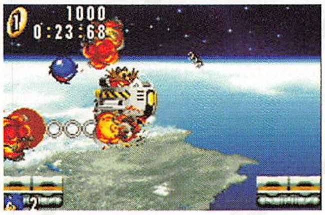
The Super Egg Machine only has one weak spot, and as usual, it's the head. It takes exactly eight charged dashes before it explodes.

Sonic the Hedgehog

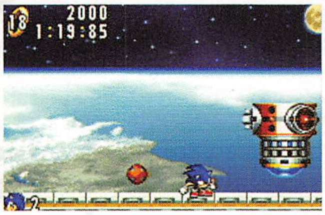


Strategy

- Sonic fights all three of these bosses with only one of his attacks: the standard Jump Attack. The first two machines go down easy, and it's really just a matter of getting in a few well-timed hits. As long as you don't get smashed by the giant, slow-moving wrecking ball, you're good to go.
- Since Sonic has no other special techniques, you need some impeccable timing to clear the third machine. The trick is to stand right below the machine (as shown in the picture below to the right), and get the pre-emptive strike on Dr. Eggman by jumping when you see the capsule open up. It's very easy once you get used to the timing, and see it for yourself.

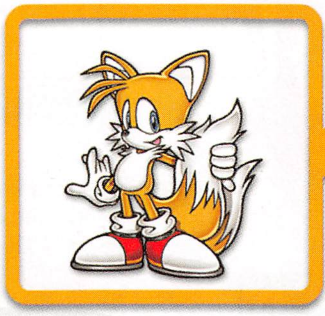


Just use the standard Jump Attack when you see the opening.



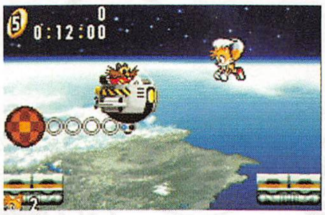
Stay in the ducked position to avoid projectiles and bombs.

Miles "Tails" Prower

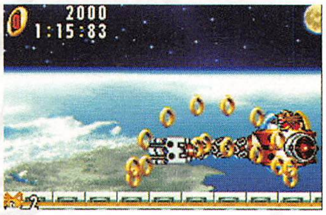


Strategy

- Unlike Sonic, Tails can attack the first machine with his Propeller Flying skill. Just hover right underneath the center of the machine, and you'll get in four quick hits, one right after another. Bang!
- Against the second machine, just use Tails' standard Jump Attack. As you'll soon see, it's really the most ridiculous battle ever.
- Tails needs to attack the third machine using the same exact techniques as Sonic. The only difference is that Tails can use his Propeller Flying skill to get away from the giant grabber hand. If you ever get down to only one ring, remember our "always attack from the left" rule.



Unlike the other characters, Tails can attack with his propellers.

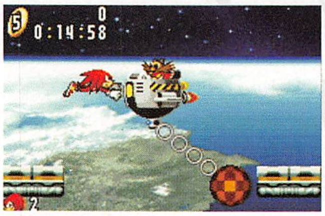


The giant grabber hand will prevent you from getting your rings.

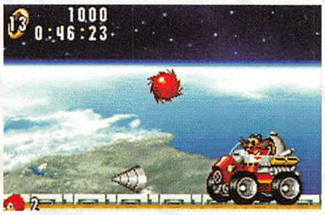
Knuckles the Echidna

Strategy

- The first and second machines are real pushovers for Knuckles. Against the first machine, just use the Dash Glide from platform to platform. After four swift passes, it's toast. The second machine is easier yet, and requires nothing more than four standard Jump Attacks to destroy.
- Against the third machine, Knuckles should use his standard Jump Attack and get in clean hits like Sonic or Tails. His 3-hit Combo doesn't have enough reach, and the Dash Glide is too difficult to time correctly. The trick is to time Dr. Eggman in his capsule, and then attack the millisecond it opens. It opens about every 5 seconds.



Knuckles' Dash Glide can be used from platform to platform.

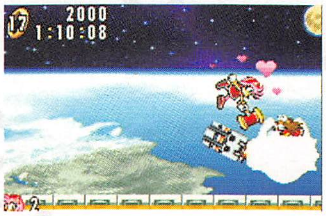


Watch out for this drill attack right before you make your final hit.

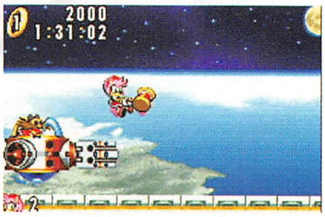
Amy Rose

Strategy

- Amy has a simple time dusting the first two machines, but the third machine is a real kicker. Because she can't roll up into a ball and get a decent rebound from her standard Jump Attack, we highly recommend you use her Hammer Whirl instead. It's just so much easier to get in close, get in a hit, and then escape with this move.
- There's a total of 22 rings on this stage, and it's important that Amy try to save as many as possible for the third machine. If you take hits and lose rings on the first two machines, just start over. Your chances of getting past the third machine aren't very good unless you go in with at least 20 rings.



If you can get the right angle, use Amy's standard Jump Attack.



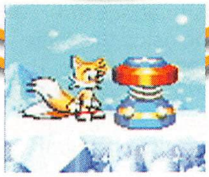
If you're having trouble getting close, try using the Hammer Whirl.

Secrets

Special Springs & **Chaos Emeralds**

What Is A Special Spring?

So you've read through the walkthrough and noticed all of that Special Spring jargon we used throughout, but you still have no clue as to what heck we were talking about? Well, this little explanation should help clear things up for you. The Special Springs are the only REAL secrets in *Sonic Advance*. There are seven of them, all on different stages, and they're usually very well hidden. When you find one, you can jump on it and be warped to a Special Stage. As you might have guessed, there are seven Special Stages as well, one for each Special Spring. Half the secret is finding a Special Spring, and the other half is completing the ring-gathering requirements and earning the seven Chaos Emeralds. Check out the next page for more details on this process.



WELCOME TO
THE SPECIAL STAGE!

Chaos Emeralds Goal Chart

This quick-reference chart shows each of the seven Chaos Emeralds, their locations, how many rings you'll need to pick up to earn them, and also a handy page reference so you can easily find them on our maps. *Go for it!*

Emerald I (page 6)
Level 1-1: 60 rings/120 rings

Emerald II (page 12)
Level 2-2: 70 rings/140 rings

Emerald III (page 14)
Level 3-1: 80 rings/160 rings

Emerald IV (page 18)
Level 4-1: 80 rings/160 rings

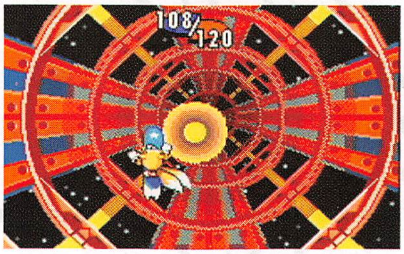
Emerald V (page 20)
Level 4-2: 90 rings/180 rings

Emerald VI (page 24)
Level 5-2: 90 rings/180 rings

Emerald VII (page 28)
Level 6-2: 100 rings/200 rings

Bonus Rings

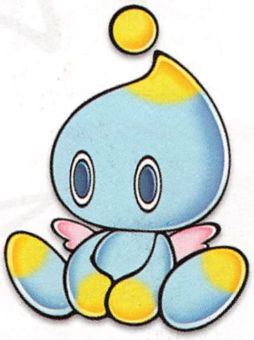
To get Bonus Rings during a Special Stage, execute your trick move (**B Button**) right as you pass through the giant glowing barriers. There are usually at least one per Special Stage, but sometimes there's two. For every barrier that you successfully execute a trick on, you'll earn 12 Bonus Rings. Although it may seem silly on paper, 12-24 rings is an awful lot when you only need 120-200 to get your Chaos Emerald!



That giant yellow disc in the background is what you're aiming for. Try to execute your trick right as you pass through it.

Continues

Another item that's 100 percent exclusive to the Special Stage is the Continue. You can only get a Continue by picking up a Tiny Chao Icon in the Special Stage. Continues are really just a fun bonus, especially since you can simply select the level you want to play after losing all of your lives.

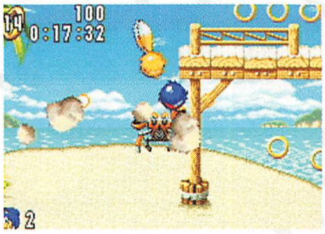


When you see the Tiny Chao Icon, grab it—it's a free Continue!

Sonic 2 **Mode**

This little trick is a throwback to the early days of *Sonic The Hedgehog 2* (on the Sega Genesis), where Tails followed Sonic's every move. To enter this mode, do the following:

On the character select screen, highlight Sonic and press **Up** once. Next highlight Tails and press **Down** once. Go to Knuckles and press the **L Button** once. Highlight Amy and press the **R Button** once. Now when you go back to Sonic and select him with the **A Button**, you'll hear the "Ring!" noise, meaning you've activated the code. *Enjoy!*



Tails is extra helpful while attacking those annoying enemies.

Multiple **Endings**

Sonic Advance may seem simple at first glance, but don't let that fool you. After all, what would a 2-D adventure game be without multiple endings?

Ending 1: Standard

This ending can be viewed by completing the X-Zone with any of the four characters.

Ending 2: Extended

After completing the game with all four characters and earning all SEVEN Chaos Emeralds, bring Sonic back to the X-Zone and complete it *one last time*. As you do, you'll morph into Super Sonic and fight the Super Egg Machine (SEM). Beat the SEM, and you'll be treated to this extended ending.

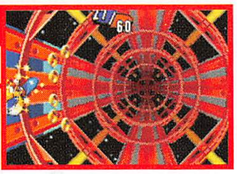
The Special **Stages**

This section details the hardest parts of each Special Stage, along with some screenshots to point out those areas. This should help you get your Chaos Emeralds in no time at all!

CHAOS EMERALD I

Level 1-1: 60 rings/120 rings

There are easily 160+ rings in this stage, so getting 120 should not be a problem. Don't smash into the bombs, and remember to execute your trick maneuver (B Button) when you pass through the two glowing barriers. You'll pick up an easy 24 rings if you get both.

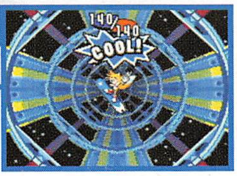


The trick maneuver comes in handy when grabbing large groups of rings.

CHAOS EMERALD II

Level 2-2: 70 rings/140 rings

Much like the first Special Stage, this one doesn't require any advanced tricks. If you can stay away from the bombs, collect 90% of the rings, and execute only one of the two possible tricks, you'll make the 140-ring goal easily.

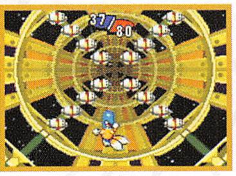


Remember that an even number (140 in this case) will still get you the Chaos Emerald.

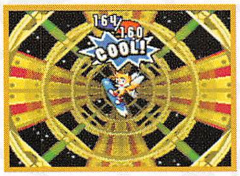
CHAOS EMERALD III

Level 3-1: 80 rings/160 rings

This Special Stage has all of the tough sequences from the past two stages, but the toughest new addition of Special Stage III is learning to deal with the jump-pads. When you see one in the distance, try to stay completely centered on it as if it were a ring. If you perform a trick on the jump pad correctly, you'll get all of the rings on the way down to the next group. If you don't perform a trick on the jump pad correctly, you'll miss the majority of the rings and you probably won't meet the quota to pass on to the next section.



Stay clear of the bombs by riding these channels.

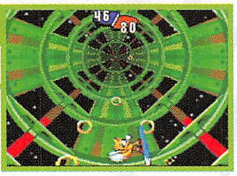


There are well over 160 rings in this stage!

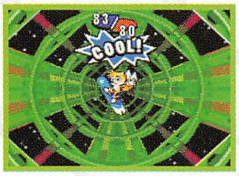
CHAOS EMERALD IV

Level 4-1: 80 rings/160 rings

When you're faced with rings that are spread out over a large area, place yourself in the middle of them and use the trick maneuver to grab as many rows as you can. Usually they're set up so that you can grab everything in one pass. Although it seems minor, this little trick is usually enough to put you over the edge. By the first checkpoint, try and have at least 82-85 rings. Those extra two to five rings on the first half really make a difference since the second half contains fewer "bonus" rings.



Use the trick maneuver to grab these rings.

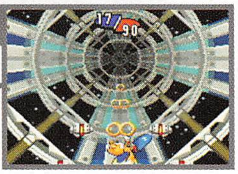


Try and hit at least 82 by the first marker.

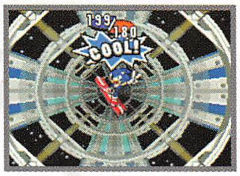
CHAOS EMERALD V

Level 4-2: 90 rings/180 rings

This level introduces a new trend in Special Stages: the fakeout. Basically, you'll be faced with many long, winding strings of rings with a crafty lil' bomb placed at the very end. These are there to screw you up, obviously, because if you hit even one bomb on this stage, you're pretty much guaranteed to fail. We recommend that you only go for the first 3/4 of these long strings, and when you see the bomb approaching, shift back to the center of the pipe and stay frosty for the next string. Missing 1-3 rings on the tail end of these strings won't hurt you nearly as much as eating a bomb.



Stay on the outer edge to collect these rings in between the bombs.

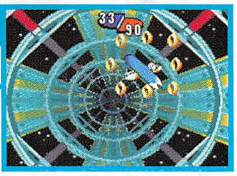


There's well over 195 rings in this stage.

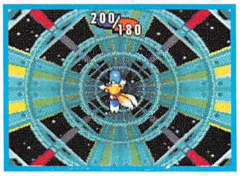
CHAOS EMERALD VI

Level 5-2: 90 rings/180 rings

Luckily for us, there's a real surplus of rings on the second half of this stage. If you can collect 90 by the first checkpoint, you should easily hit 190+ by the second one. The only new problem is the large circular patterns of eight rings at a time. To get all eight in one pass, you'll need to execute your trick maneuver right as you—pass through the very center of the group. If done correctly, you'll grab all eight—no problem. There are *at least* four groups of these one right after another, so stay focused after collecting one group.



You can get all eight of these rings if you keep yourself centered.

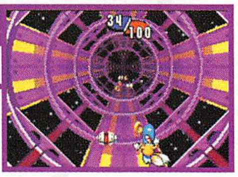


With both bonuses, there are well over 200 rings on this stage.

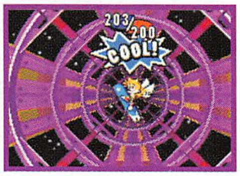
CHAOS EMERALD VII

Level 6-2: 100 rings/200 rings

Unlike every other Special Stage, you'll need to collect almost every single ring to collect this last Chaos Emerald. *(Note: We'd say there's a max of 210 rings on this stage, so there's not much room for error.)* The hardest thing to master is the slalom sections, where you need to go from rail to rail picking up rings as you dodge the bombs that are only a few pixels away. Since the level moves at a set speed, the real trick is finding the rate at which to switch from side to side. Once you collect this last Emerald, it's time to go fight Dr. Eggman in the X-Zone with Sonic one last time!



These "slalom" bombs are the toughest part of this stage.

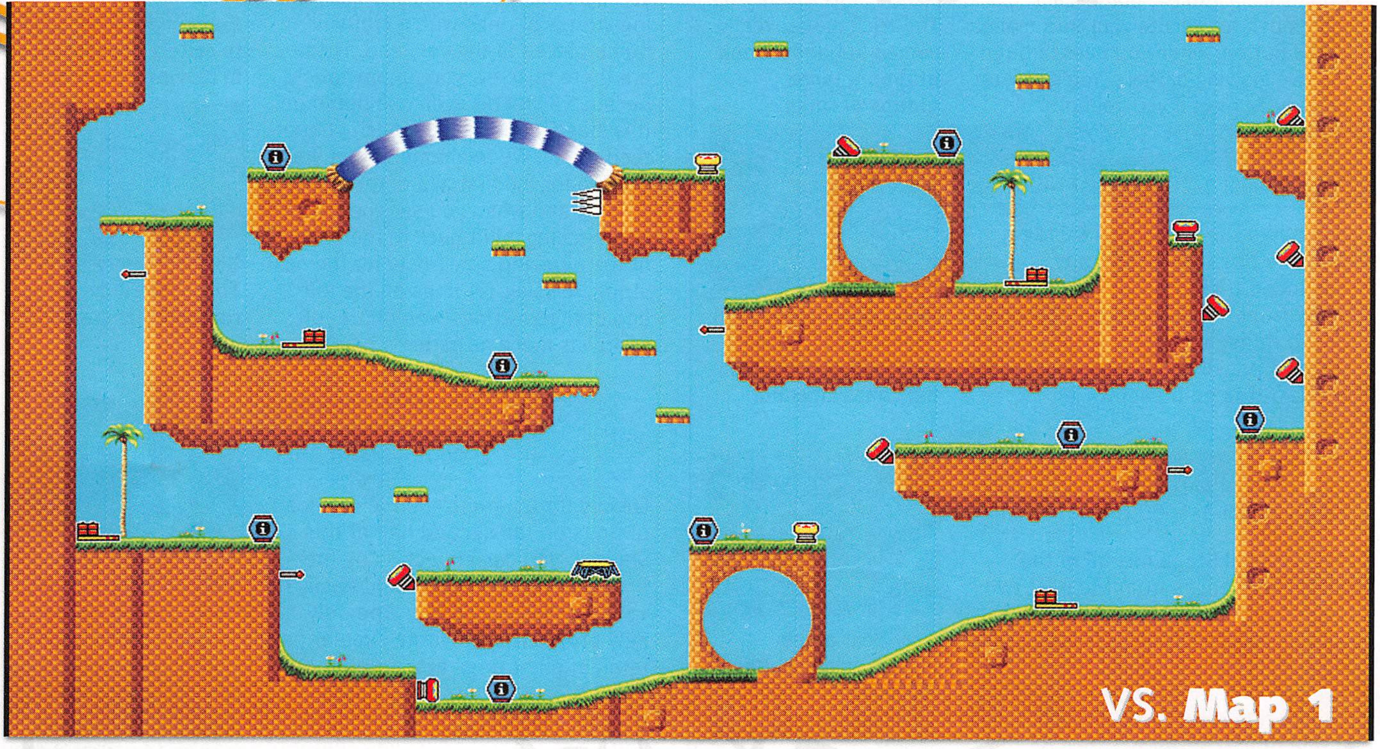


203 rings is the most we've ever achieved on this Special Stage.

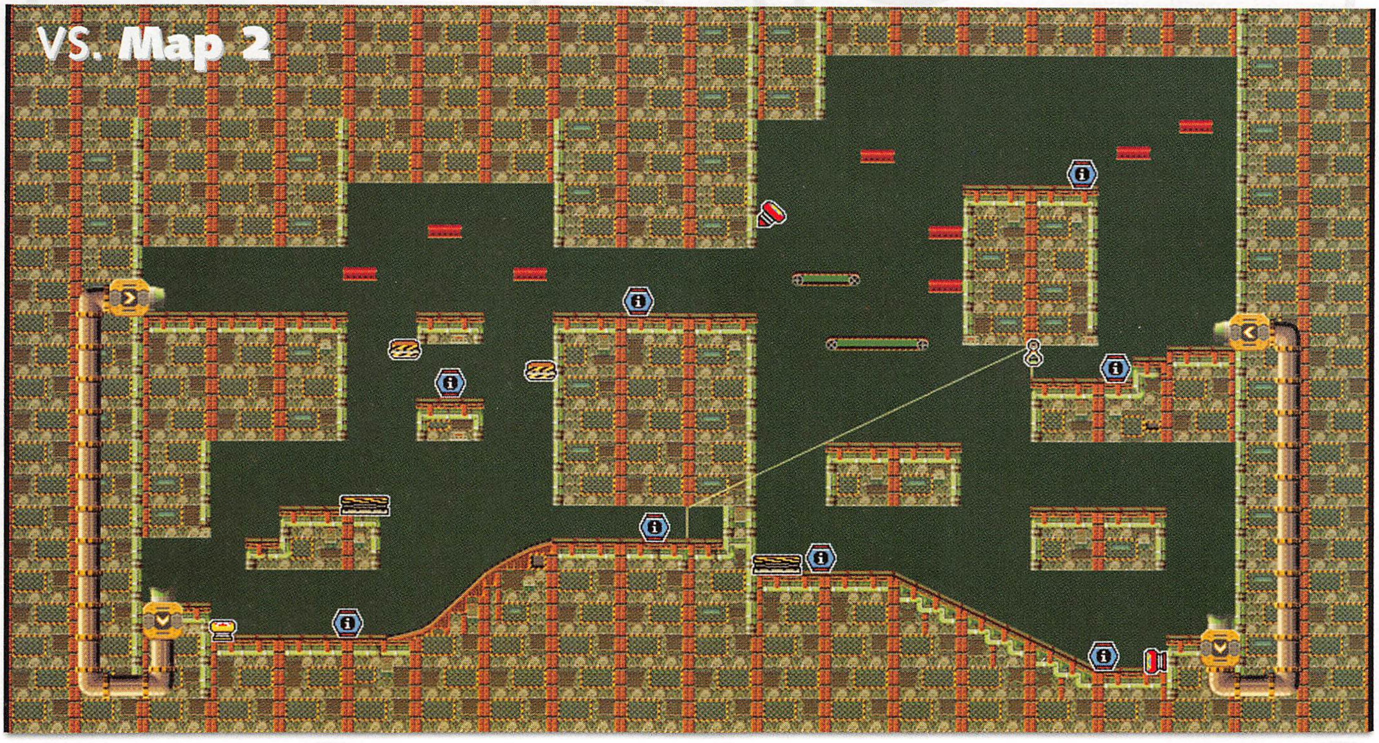
Versus Mode

Versus Mode Maps

These multiplayer maps are shown as large as possible for your reference. Although there is definitely some strategy involved in the Versus Mode, we felt that the instruction manual does a very good job explaining the various modes of play and how to deal with them. *Enjoy!*

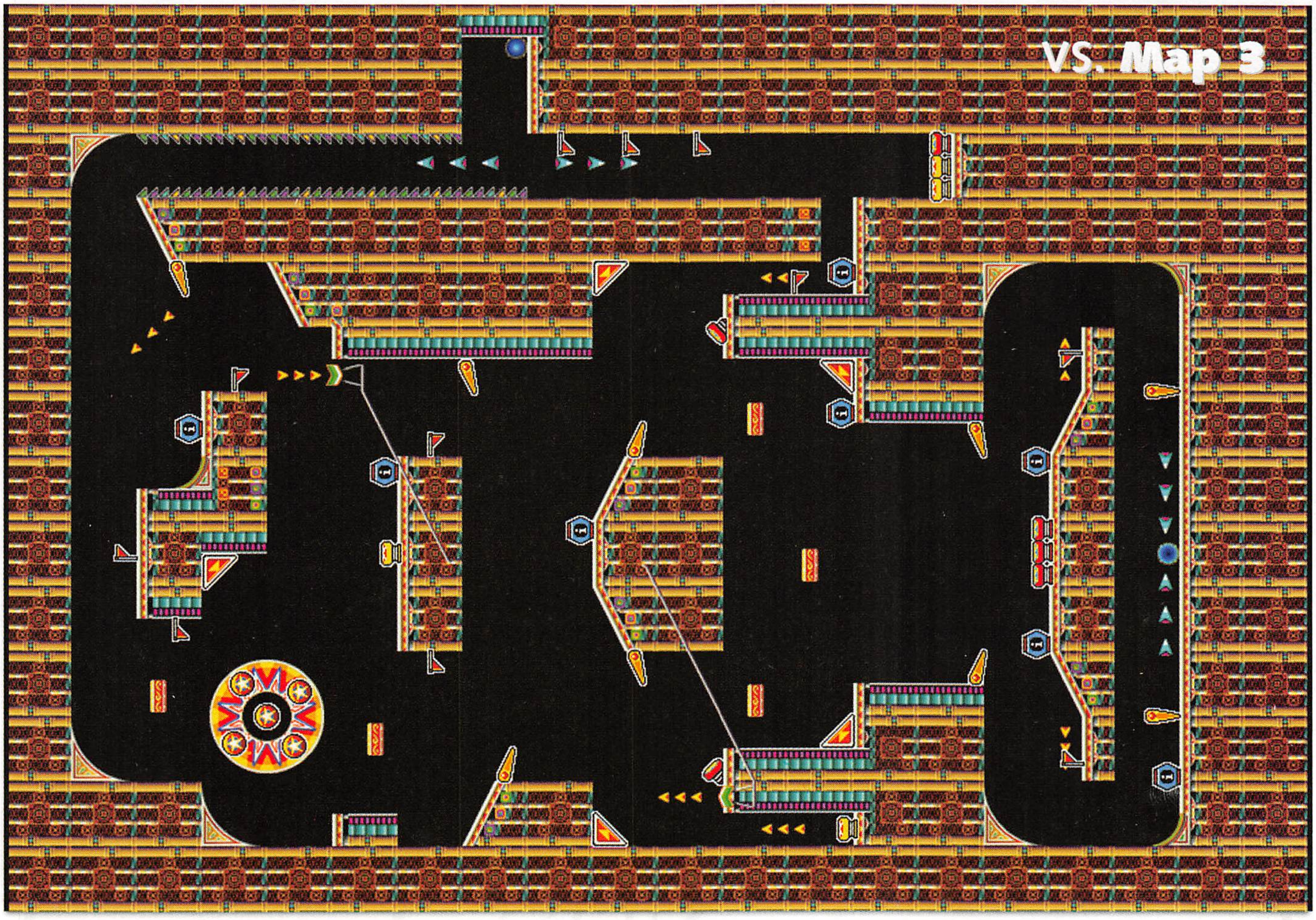


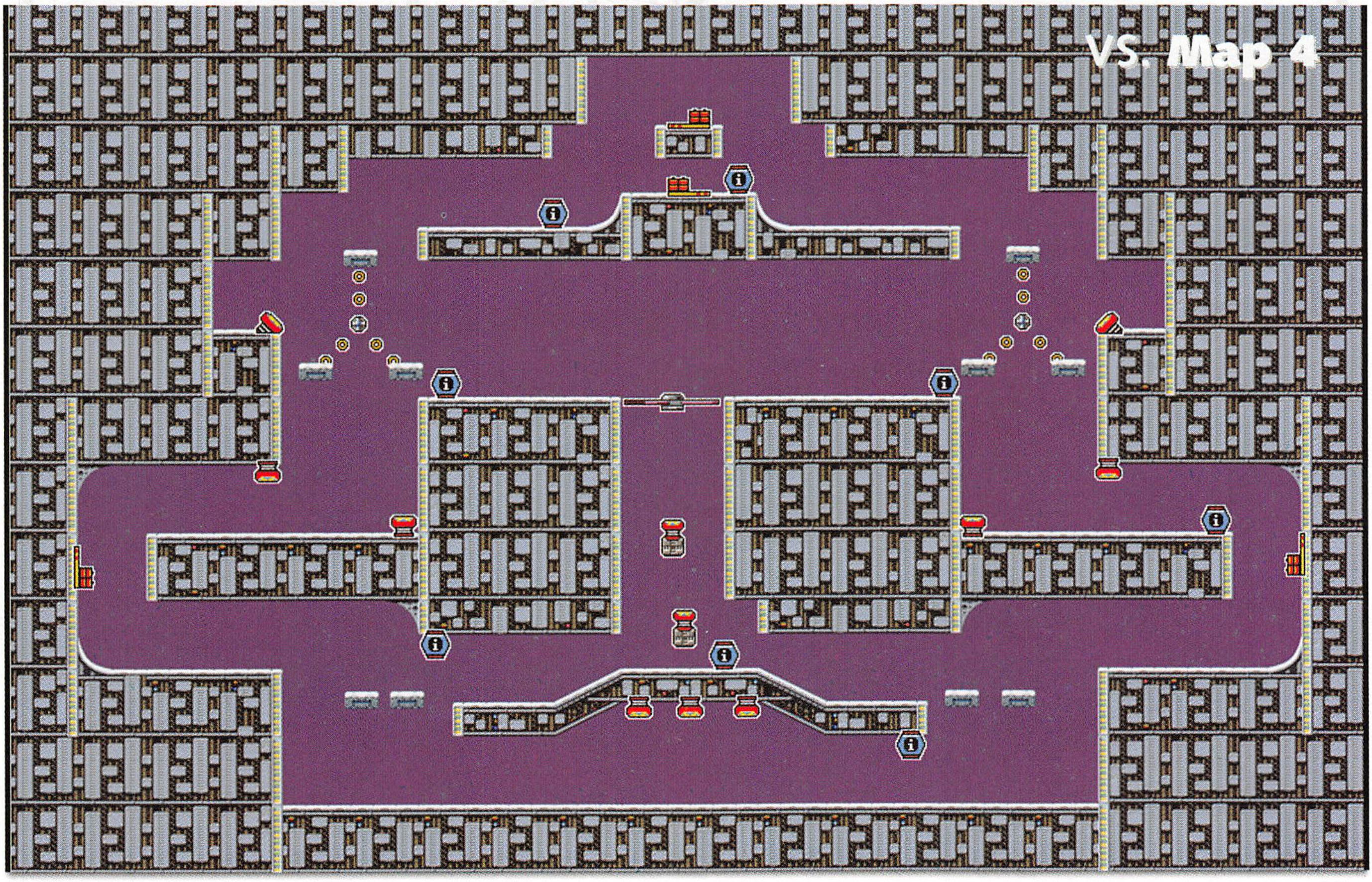
VS. **Map 1**

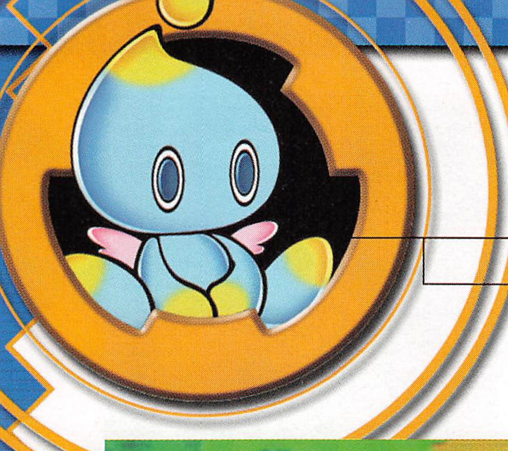


VS. **Map 2**

VERSUS MODE MAPS


VS. Map 3

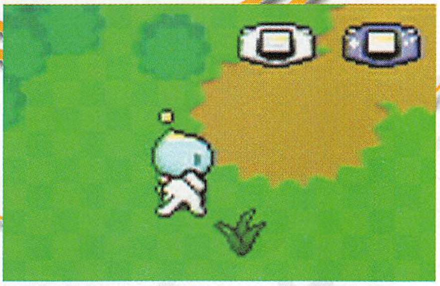

VS. Map 4



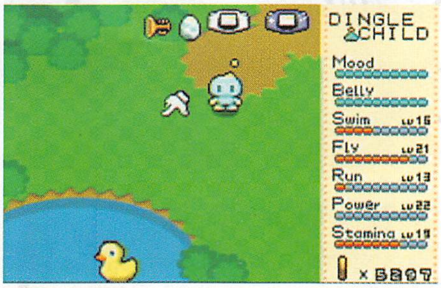
Tiny Chao Garden

General **Tactics**

Luckily for us, raising your Chao seems a lot more complicated than it actually is. We were hoping that there would be some sort of super secret if you could develop your Chao to a certain level, but it never happens. As such, we recommend you focus not on building your Chao, but rather on having fun with it.



Weeds really have no significance unless your Chao is already seriously grumpy. More specifically, if its Mood is lower than 1/4 and there are more than 10 weeds, it will become angry.



A Chao Stats

Unless you plan on exporting your Chao to the GameCube version of *Sonic*, the seven stat meters don't actually affect your Chao in *Sonic Advance*. The benefit in building up these stats is so that you can export him to your GameCube and then use your powered-up Chao to win races or competitions.

B Feeding

You need to feed your Chao Special Berries from the pull-down menu or it will become angry. You can earn rings to buy these berries either by playing the two mini-games, or by completing the regular game. (See the next page for more info.)

C Talking

Every 30 seconds or so, your Chao might say something for no apparent reason. The vast majority of these comments are silly and have absolutely nothing to do with the game. Unfortunately, you cannot answer or interact when it asks questions or makes comments.

D Petting

If your Chao has a low Mood meter, you can pet it once every minute or so to bring it back up.

E Sleeping

Once every three to four minutes (it varies), your Chao will take a nap. If you attempt to wake it up while it's napping, your Chao will become angry and lose a few points on its Mood meter. There are no other features related to sleeping.

F Toys

There are three special toys you can buy for your Chao. Each of them has a special feature (see next page), but none of them add anything super-secret to the game.

G Running Away

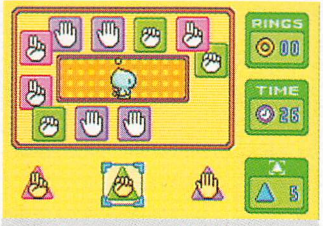
If the Mood meter ever falls to zero and stays there for one FULL hour (of game time), your Chao will run away. When this happens, you won't be able to exit the game (or save) until you pet your Chao and make it come back. Basically, you can't lose your Chao unless you hatch a new one.

Mini-**Games**

There are two mini-games in the Tiny Chao Garden, both of which are incredibly simple and fun to play. You can enter these mini-games as many times as you want, and they don't cost anything to play. Below we'll explain how they work, and also give a few common-sense tips for each one.

Rock Paper Scissors Game

This plays just like the traditional "hand-to-hand" game, except it's shown on little cards. Every time you beat another card by showing the winning item, you get one ring. When your time runs out, the rings you've earned go into your bank. If you ever get confused, just remember these tips ⇢

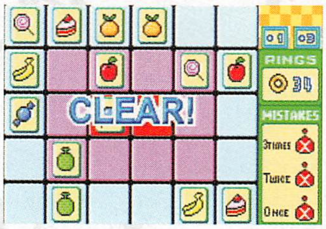


Paper beats Rock
Rock beats Scissors
Scissors beats Paper

Seriously, that's it. Oh and try not to focus on the time, or get all crazy with your speed. Just play at a normal pace, and you'll be able to consistently grab 20-30 rings per game. *(**Note**: This is the faster of the two mini-games if you're looking for a lot of rings.)*

Matching Game

The matching game is nothing more than a simple game of classic "memory." Just match two of the same items by flipping over the cards, and you'll win the amount of rings shown for those cards. If you guess the wrong card three times in one game, you lose. Here are some tips:



Just like that good ol' memory game you played a child, this matching game is solid fun.

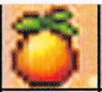
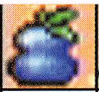
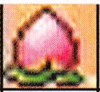
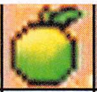
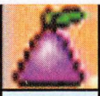
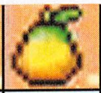
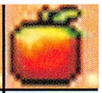
❶ A good majority of the tiles are right next to each other (see picture to the right). If you can get these out of the way, the rest is easy.

❷ We got perfect scores every time, but we cheated. We just took a screenshot as they unveiled the tiles, then brought it up on our computer as we played. Yeah, it's cheesy.

Buying **Stuff**

Special Berries

Below is a chart showing all seven Special Berries, what they look like, how many rings they cost, and what they do for your Chao. Some berries are better than others, and some just plain stink. (***Note**: Each number in the chart below represents one point on the corresponding stat meter. -1 would be minus one point, +5 would be plus five points, etc.)*

Special Berry **Stat Chart**							
Type	**A**	**B**	**C**	**D**	**E**	**F**	**G**
Price	30 R	60 R	55 R	50 R	30 R	55 R	70 R
Mood	+1	0	+2	-1	+1	+2	-3
Belly	+2	+1	+2	+1	+2	+2	0
Swim	+3	+2	+4	0	-2	-3	+3
Fly	-2	+5	-3	-1	+3	+4	+1
Run	-2	-1	+4	+3	+3	-3	+3
Power	+3	-1	-3	+4	-2	+4	+2
Stamina	+1	+3	+2	+2	+1	+2	-5

Important Special Berry Tips

- We highly recommend that you try and build up your Chao using only ONE type of Special Berry at a time. As you can see from the chart above, each of the berries gives great bonuses to certain stats while subtracting from other stats. However, you should also note that any of the five "**Skill Stats**" (stats shown in **RED**) CANNOT fall below zero once they've leveled up. So in other words, level up your desired stat until it hits the level you want, then focus on another stat using the corresponding berry. This way there is no wasted skill-point allocation.
- There are THREE berries that stick out as real winners. If you plan on building up Swim and Run, then use Berry C. If you plan on building up Fly and Power, then use Berry F. And for Stamina, we recommend Berry B. Remember to only select ONE of the above berries at a time, and then level up until you hit the desired level. When you're ready to switch, go ahead and do it.

Special Toys

There are only three toys for your Chao, each of which can be used in different ways as detailed below.

1 **Trumpet:** 2,000 Rings

This is the first toy that's available for your Chao. If you purchase it, your Chao will blow on it and make music. (***Note**: You can manually pick it up and make your Chao play with it.)*

2 **Rubber Ducky:** 2,000 Rings

This toy appears after you buy the Trumpet. It enables your Chao to float in ponds, but it doesn't affect Swimming ability. It's very difficult to get your Chao to use the Rubber Ducky on the Game Boy Advance.

3 **TV Set:** 8,000 Rings

The TV appears approximately three hours after buying the Rubber Ducky. If you purchase it, your Chao will watch it on occasion. *(Note: It needs to be in your Chao's field of vision to be used, so try placing the TV Set right in front of your Chao as it walks.)* If you pick up the TV Set while your Chao is watching, it will become angry and lose several Mood points.

Chao **Eggs**

Chao Eggs are the most mysterious items in the game, but they're only important if you plan on buying *Sonic Adventure 2 Battle*.

Egg Appearances

The official explanation for how and why Eggs appear is so bizarre that it doesn't even make sense. As such, we've super-simplified it into this:

- You only get ONE Egg per Chao, period. Unless you plan on exporting multiple Chaos to the GameCube memory card, or your Chao runs away, you'll never see anything but your very first egg. And since you CANNOT ever clear your Chao from your memory card, there's not much you can do about it. **Conclusion**: Unless you buy *Sonic Adventure 2 Battle*, you'll probably never see more than one egg.

Buying Eggs

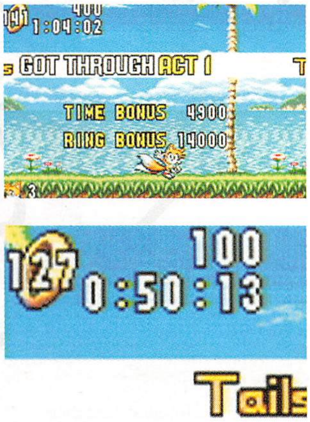
When you first start up your new Chao, it is determined whether you get a Normal Egg or a Rare Egg. The ratio is 3:1, Normal:Rare. After it determines Normal or Rare, it uses the appearance and pricing chart as shown below.

Normal	
Normal (20%)	0 Rings
Silver (20%)	500 Rings
Gold (15%)	1,000 Rings
Ruby (15%)	5,000 Rings
Sapphire (10%)	7,000 Rings
Amethyst (10%)	8,000 Rings
Emerald (10%)	10,000 Rings
Rare	
Garnet (20.5%)	12,000 Rings
Aquamarine (20.5%)	14,000 Rings
Peridot (50.5%)	16,000 Rings
Topaz (.5%)	18,000 Rings
Onyx (8.0%)	20,000 Rings

Ring **Gathering**

Although some will consider this method cheap and somewhat against the principle of raising your Chao, we say if it's in the game, then why not exploit it. So... here's the step-by-step method to earn a massive quantity of rings in a very short period of time:

❶ Pick Tails or Sonic, and start up Level 1-1. We use the very first level because it's incredibly easy and super short. Run through the level as fast as you can, only collecting rings that you pass, never going out of your way to get them.
❷ When you finish the level, your rings will be stored in your bank. As soon as you hear the "cha-ching" sound meaning your rings have been stored, do a soft reset on your Game Boy Advance. (Press **B**+**A**+**L**+**R**+**Select**+**Start** all at once).
❸ Get back into Level 1-1 and repeat.



125+ rings in under a minute? Do this for an hour, and you'll have an easy 8,000 rings.

FLIP FOR

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